



**All
Challenge
Points
Revealed!**

STAR WARS[®] SHADOWS OF THE EMPIRE[™]

GAME SECRETS



Bart Farkas

Shadows of the Empire™

Game Secrets

Bart Farkas

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Dedication

For Cori, my primary caregiver and best friend.

Acknowledgments

First of all, I'd like to say that writing this book was a blast (quite literally). Shadows of the Empire was/is an incredibly engrossing experience and working on this book certainly did not seem like work at all. Well, OK, it did seem like work. But it was fun. My hat goes off to everyone at LucasArts that had a hand in developing this game, but special thanks must go to Brett Tosti, Darren Johnson, Mark Halgh-Hutchinson, and Eric Johnson for providing quality support and a helping hand whenever I needed it. To the crew at Prima I must again offer sincere thanks. Dan Francisco, Juliana Aldous, and Scott Schrum all knew exactly what to say to prop up my ego when the crunch was on, and for that I am grateful (and surprisingly well adjusted). I would point out Connie Nixon's truly exceptional design, but that speaks for itself. Thanks also goes to Chris Balmain, who guided this book with a fluffy iron hand from start to finish. Don't be fooled, Chris is the real thing, we'll all be working for *him* one day. Lastly, I'd like to thank Kent Fillmore for getting me into this business, and Chris and Emily Parsons for just being themselves.

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Introduction

How to Use This Book

Each chapter of this book provides detailed walkthroughs of every stage of the game's 10 sections. There is a set of specific hints, called "Empire Busters," at the end of each stage. These hints usually pertain to the stage they follow, but often apply to any section of *Shadows of the Empire*. An appendix explains the pros and cons of each of the four "prizes" you receive after wrangling all the challenge points for a skill level.

This book is written for the game's default skill level (medium), but strategies and challenge point locations remain the same regardless of the level you play. Killing enemies will be harder or easier, depending on your chosen skill level. Included is a set of winning strategies—and, indeed, if you follow this guide you will defeat the game. However, playing a complicated game like *Shadows of the Empire* inevitably leads you to develop your own route to victory. Remember, this book is merely a guide outlining one or two strategies for each challenge in the game. Use it to enhance areas of game play you find difficult, not to restrain your creative instincts.

Skill Level Distinctions

There are, of course, four skill levels in *Shadows of the Empire*. This book is written from the perspective of the default (medium) skill setting, but the strategies remain the same regardless of your skill setting. However, skill levels differ perceptibly; most differences involve how much damage you deal and receive.

Snowspeeder

In the snowspeeder portion, enemies differ by hit points, how much their shots damage you, and how accurate they are. The enemy's shots become increasingly accurate as levels increase, requiring you to bob and weave more on higher levels to avoid taking a hit.

Introduction



Table 1-1. Hit Points for Hoth Battle.

Enemy	Easy	Medium	Hard	Jedi
Probe Droid	10	30	50	50
AT-ST	200	500	750	750
AT-AT	400	1000	1250	1250

First-Person Dash Levels (Including Trains)

You'll play most of *Shadows of the Empire* from Dash's first-person perspective. The damage Dash inflicts on enemies decreases as skill levels increase, with one exception: Dash inflicts more damage at the Jedi skill level than at the easy level—but so do enemies! Jedi level is intended to be relatively realistic, requiring only a couple of laser blasts to be killed or to kill enemy stormtroopers.

Swoop Bike Level

The Swoop Bike level in Mos Eisley has its own set of variables. Most important are how tough the enemies are and how easy it is for you to smash your own bike up.

Asteroid Level and Skyhook Station Battle

Table 1-5. Swoop Bike Particulars.

Variable	Easy	Medium	Hard	Jedi
Crash Speed	Burning!	Fast	Medium	Medium
Bad-guy toughness	Wimpy	Tough	Biker	Biker

Table 1-6. Damage Inflicted on Your Ship (the Outrider)

Variable	Easy	Medium	Hard	Jedi
Damage to <i>Outrider</i>	Light	Medium	Heavy	Pack an Airbag

Challenge Point Goodies

Shadows of the Empire contains four special bonuses which you can obtain by getting all of the challenge points in the game for an entire skill level. For example, to get the Leebo scanner you'll have to play through the 'easy' skill level from start to finish and get your hands on every single challenge point—no easy task.

EASY: You get the scanner view (Leebo Scanner).

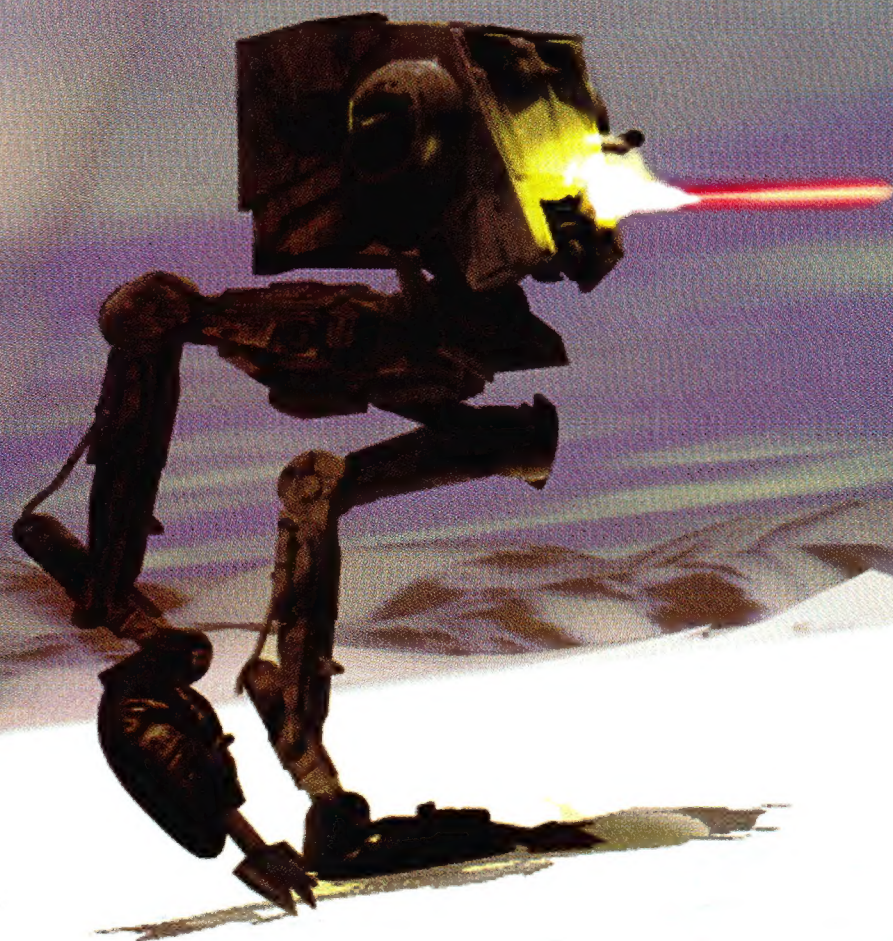
MEDIUM: You get to fly an X-wing or TIE fighter in the station battle.

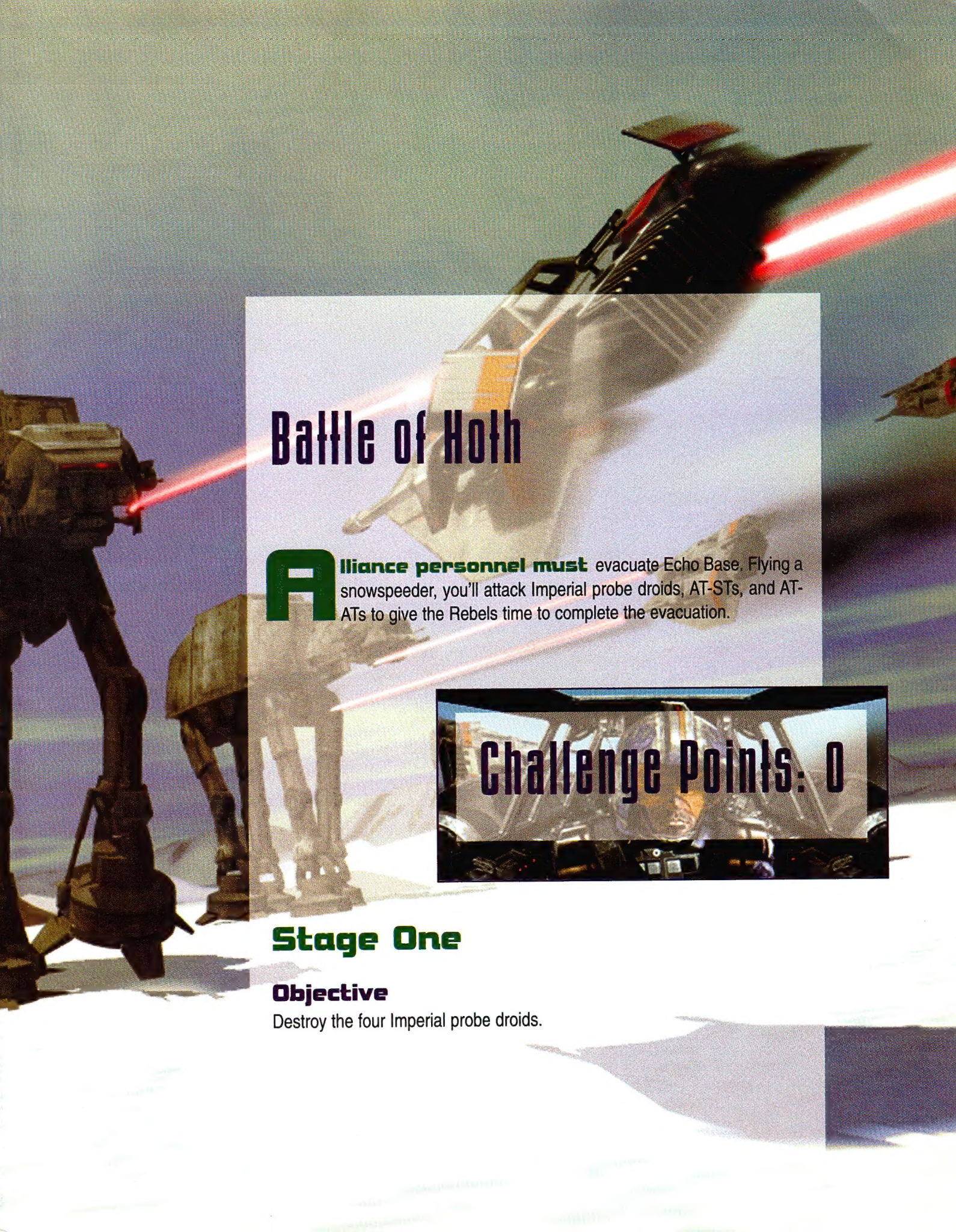
HARD: You are able to get all weapons and become invincible at will.

JEDI: All wampas in the game become friendly.

Part One

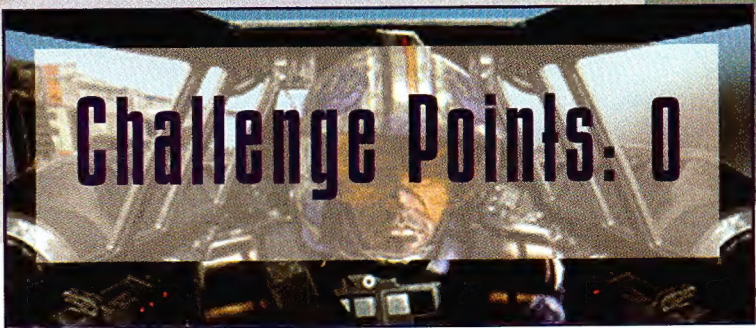
The Battle of Hoth





Battle of Hoth

Alliance personnel must evacuate Echo Base. Flying a snowspeeder, you'll attack Imperial probe droids, AT-STs, and AT-ATs to give the Rebels time to complete the evacuation.



Challenge Points: 0

Stage One

Objective

Destroy the four Imperial probe droids.

FIG. 1-1.

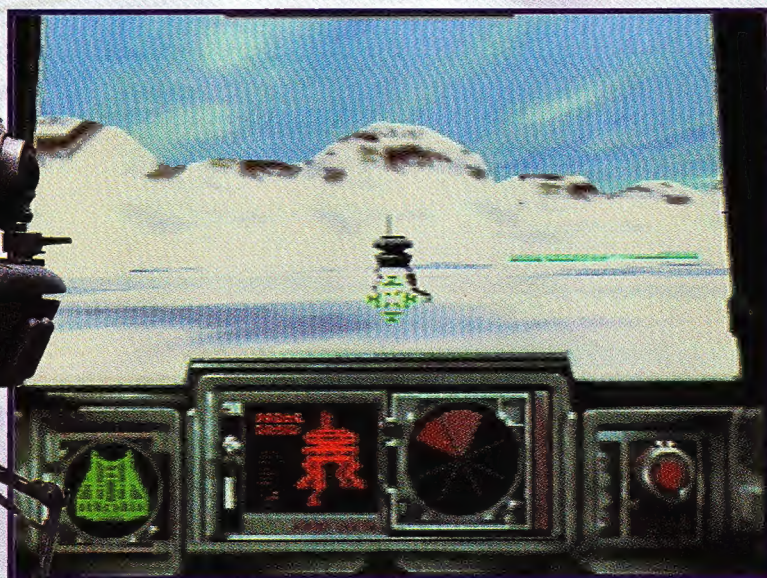
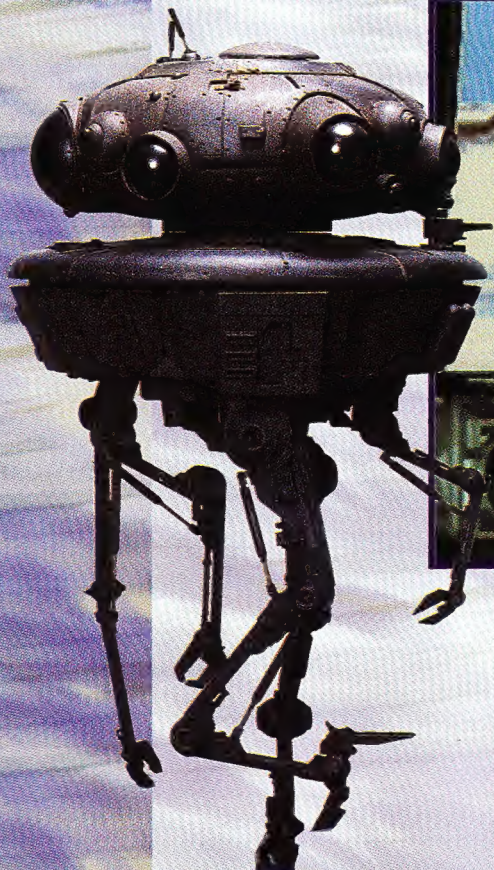


FIG. 1-2. IMPERIAL PROBE DROIDS MAKE EASY TARGETS TO CUT YOUR TEETH ON.



Droid Mop Up

Check out the animation of your speeder flying over the generator, then select a view-point choosing from Chase, Cockpit, or Camera. Camera view is beautiful to look at but virtually useless for gameplay. Instead, move straight into cockpit mode, at least for your first couple of battles. Your cross hairs come in handy.

As you take control of your ship, the first two probe droids are lined up almost directly in front of you. The other two are about 120 degrees to your right. You should be able to destroy both probe droids in one pass: Line them up in your cross hairs and hit the Fire key several times. After turning the first two droids into cannon fodder, make a hard turn to the right and stop when you see the generator. The last two droids should be an easy mark.

If you happen to miss a droid on your first pass, make a banking turn and take another run at it. Probe droids aren't particularly nimble, so don't worry about chasing them; just line up on them and fire away.

Empire Busters

- ☮ Beware of running into the ground. This damages your ship and life's hard enough without having to fly a garbage can. If your viewscreen jumps a lot, either enemy shots are hitting you or your speeder's sucking snow drifts.
- ☮ Use your radar display to find targets out of your field of view.
- ☮ Try lining up a nearby target by flying away from it, then turning to face it from a distance. This technique gives you more shots per pass, critical for wreaking havoc in the later stages.
- ☮ Holding down the Fire button may give you a steady stream of shots, but pressing it repeatedly makes for more "Swiss" in the Empire's cheese.
- ☮ In the heat of battle, remember that your cockpit console's center display shows your current target's remaining hit points.
- ☮ To make a tighter turn, engage your brakes and pull hard in the direction you're turning. For even more "break-neck" turns, set the control setting to Traditional to control left and right brakes separately. (Engaging only the right brake when turning to the right, for example, tightens the turn significantly.)



Part One: The Battle of Hoth

FIG. 1-3. BRAKING
DURING A SHARP
TURN DECREASES
YOUR TURNING
RADIUS.



Stage Two

Objective

Destroy the attacking forces (two AT-STs, two droids).

FIG. 1-4



Meet the AT-ST

As you take control of your sled, jam on the brakes and scrap the closest AT-ST. Complete your first run, then plan your flight paths to stay behind the AT-STs' line of fire. This is especially important at higher difficulty settings where enemy hits can mean a quick lobotomy.

It's probably a good idea to concentrate on the probe droids after your first pass. Those flying dumpsters will harass you constantly if you don't dispatch them right away. They are especially annoying when they're behind you. If you scream past a droid without destroying it, expect a fair amount of flak up your backside.

The front of the AT-ST has enough teeth to grind you into paste, so don't linger on the business end of these walkers for long. If you find yourself face to face with an AT-ST, hit the Throttle and get behind it quickly. If you have difficulty lining up AT-ST units, just continue making end-run sweeping attacks. As you approach their backs, turn and set up for another run. At these stages impatience buys you a face full of laser blasts.

Beware of smashing into those AT-STs during attack runs! Break off your attack while you still have enough time to break away or your ship will spot-weld to the side of the AT-ST. That said, sometimes it pays to be a kamikaze. For example, if your ship's sure to disintegrate if you take another hit, you might as well face plant into the nearest AT-ST. Ramming an AT-ST is a sure-fire way to disembowel it in one shot.



FIG. 1-5. TRY NOT TO COLLIDE WITH AN AT-ST UNLESS YOUR SHIP'S ALMOST DEAD ANYWAY.



Part One: The Battle of Hoth

Empire Busters

- Keep the air brakes on during your attack run to lengthen your time on target.
- Begin your attack runs on AT-STs from a long way out. This buys you time to acquire and line up your target, and allows you to rifle more blaster rounds at them. Fly away from your victim until it's at the edge of your radar before coming around to scorch 'em on another pass.
- Remember, enemy units can't fire on what's behind them.
- Aim at the narrow rear portion of the AT-ST just between the legs and the head. This is the soft spot that will drop it to its knees the quickest.

FIG. 1-6. THE AREA JUST BETWEEN THE AT-ST'S HEAD AND LEGS IS MOST VULNERABLE TO BLASTER ATTACK.



AT-ST Susceptible Area



Stage Three

Objective

Destroy the attacking forces (two AT-STs, two droids, one AT-AT).



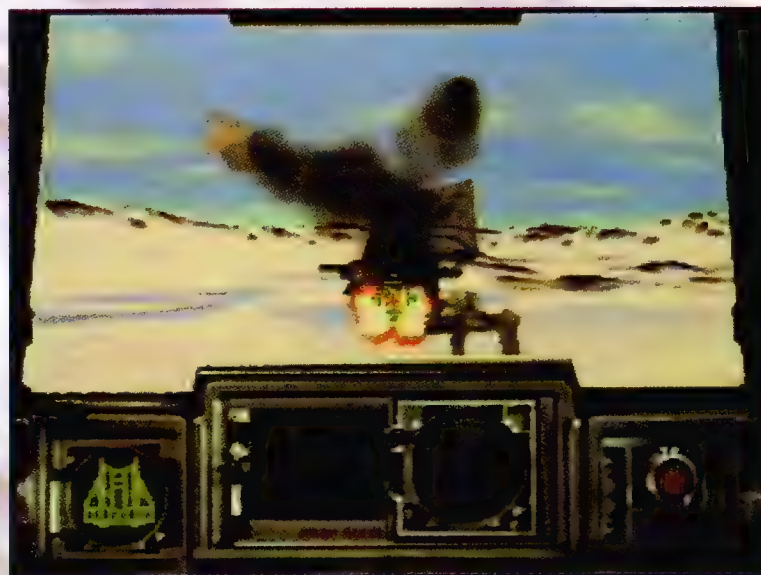
FIG. 1-7.

Meet Big Daddy

The “sweeping rear pass” attack proves just as wicked at this stage as it did in the preceding one. If you’re under heavy fire right away, romp on the afterburners, get on the enemy’s six, and terminate with extreme prejudice.

Once you’re in a safe position to attack, it’s generally a good idea to assault your targets in order from smallest to largest. The AT-AT doesn’t pose much of a threat unless you’re in front of it; the probe droids, however, will strike from any direction: Take them out first, then the AT-STs, and finally the AT-AT. Of course, you could defeat the stage by attacking in any order, but why shoot yourself in the foot? If you try to tow-cable an AT-AT near droids and/or AT-STs, you’ll soon be licking your wounds.

FIG. 1-8. AFTER YOUR DEATHBLOW TO AN AT-ST, GET OUT OF THE WAY QUICKLY OR YOU’LL BECOME PART OF THE WRECKAGE.





Part One: The Battle of Hoth

After destroying the droids and AT-STs, you are ready for the AT-AT. The big walker's head is by far the most vulnerable to blasters. Make your approach from the sides and veer up and over the beast after your attack runs. But let's face it. If you've ever watched *The Empire Strikes Back* you'll want to bring down those metal elephants with a carefully wrapped tow cable.

Tow Cables

A more satisfying way to dispatch the AT-AT is to fly low and close while firing a harpoon and tow cable at its legs, à la Luke Skywalker. You must wrap the cable around the walker's legs three times to tumble it and earn a challenge point. Piece of cake, right? ... Don't count on it. But then again, that's what practice is for.

Fly in toward the AT-AT's legs. As you approach, a message on the screen tells you when to fire your tow cable. Press the Z button on the controller to deploy the cable.

After the tow cable is away, your view changes to an external one. If you're used to the "in-the-cockpit" perspective, this view can grind your teeth; you must master it to get these challenge points, however.

Be sure to stay close while circling the walker to wrap the cable around its legs. Keep your flight path as even as possible to minimize risky course corrections.



FIG. 1-9. GETTING THE HANG OF TOW-ROPING AN AT-AT CAN TAKE A WHILE.



Generally, a smooth, gentle turn is easier to control than a sharp corner at each end of the walker. You can avoid being blasted by flying lower than the AT-AT's head. If you fly too far from it your cable will snap and you'll have to start the dance all over again. Remember hot shot, you have a limited number of tow cables (see table).



FIG. 1-10. AFTER YOU SUCCESSFULLY WRAP UP THE AT-AT, A MESSAGE INFORMS YOU OF YOUR NEW CHALLENGE POINT.

Empire Busters

- ☯ If you must cross in front of an AT-AT, fly either very low and close, or very high.
- ☯ Watch your altitude while circling those walkers. Try to fly at a constant height about even with their "knees." This keeps you off the snow and below the forward-facing blasters on its head.
- ☯ If you choose not to use the tow cable against the AT-ATs, then be sure to aim at the head, where your blasters will get the most bang for their buck.
- ☯ Unless you count their occasional complaints when they fly into your blaster path, the snowspeeders flying with you are not much use but to draw enemy fire. Don't count on your wingmen to be much more than cannon fodder.

Harpoon Tow Cables

Level	Cables per Ship
Easy	Infinite
Medium	6
Hard	3
Jedi	3



Part One: The Battle of Hoth

Challenge Points: 2

Stage Four

Objective

Destroy the attacking forces (four AT-STs, four droids, two AT-ATs).

FIG. 1-11.



The Mother of All Battles

This is the most grueling stage in the Battle of Hoth. As you begin your first pass, prepare to wipe out the probe droids first. As always, beware of flying in front of the big walkers while mopping up these small targets. If you find it's a little too hot as you approach enemy forces, speed up and fly over them, then turn to apply a liberal amount of bad attitude from the rear.

AT-ATs and AT-STs form two units, with two AT-STs protecting each AT-AT. You can destroy all the walkers in one group before attacking the next, or go after the two-leggers first and go back for the big ones. Either way, take out the AT-STs nearest each big walker before attacking the big ones.



FIG. 1-12. IT MAY BE A GOOD IDEA TO OVERRIDE YOUR INSTINCTS AND GO AROUND THE GROUPED ENEMY UNITS TO ATTACK FROM BEHIND.



Don't get greedy during your attack runs on this stage. Press the attack too close to the target, or let the enemy trick you into flying through a heavy crossfire, and you can kiss your speeder goodbye. Patience is vital: After all, there's no rationing of targets. Remember, if you squander your lives you must replay all the preceding stages just to get back to Stage Four.

Empire Busters

- ☪ Long attack-run approaches let you see whether another AT-ST or probe droid protects your target; if so, you can select another target right away without flying farther out to line it up.
- ☪ Using tow cables to destroy the AT-ATs earns you challenge points. This battle's two big walkers mean 2 bonus points are possible.
- ☪ Watch out for AT-STs covering each other. Don't line up for a long, slow attack run on one AT-ST if the other has you in its sights. Try to select a target with an unprotected rear approach.
- ☪ Yes, you can fly between the AT-AT's legs, but it serves no real purpose and is exceedingly dangerous. (It may impress your friends, however....)



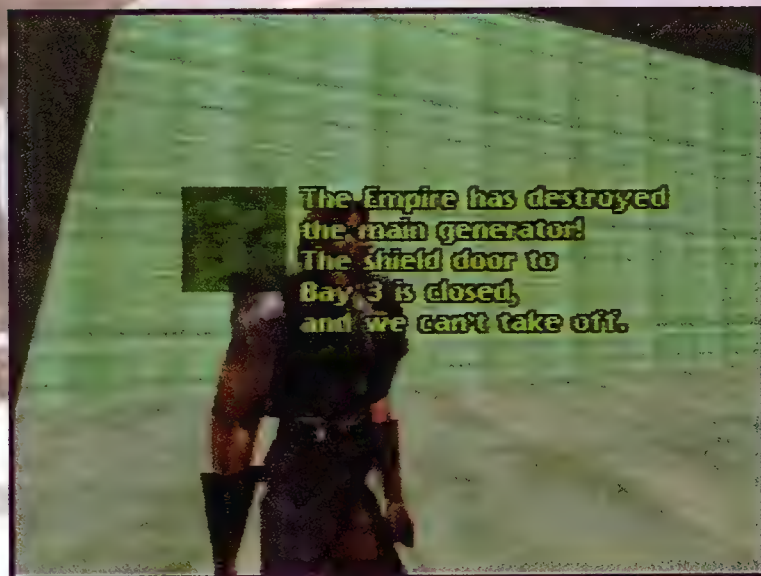
Escape from Echo Base

You're the last Rebel left in the captured base on Hoth. Your mission is to find your way through the base and reactivate the power generators. These generators must be running so you can open the hangar bay doors and take off in your ship, the *Outrider*. The game now switches to first-person perspective (not unlike that in *Dark Forces*).

If you're familiar with this genre you'll feel quite at home here. You may experience some difficulty getting used to the various controls and camera viewpoints, however.

Stage One

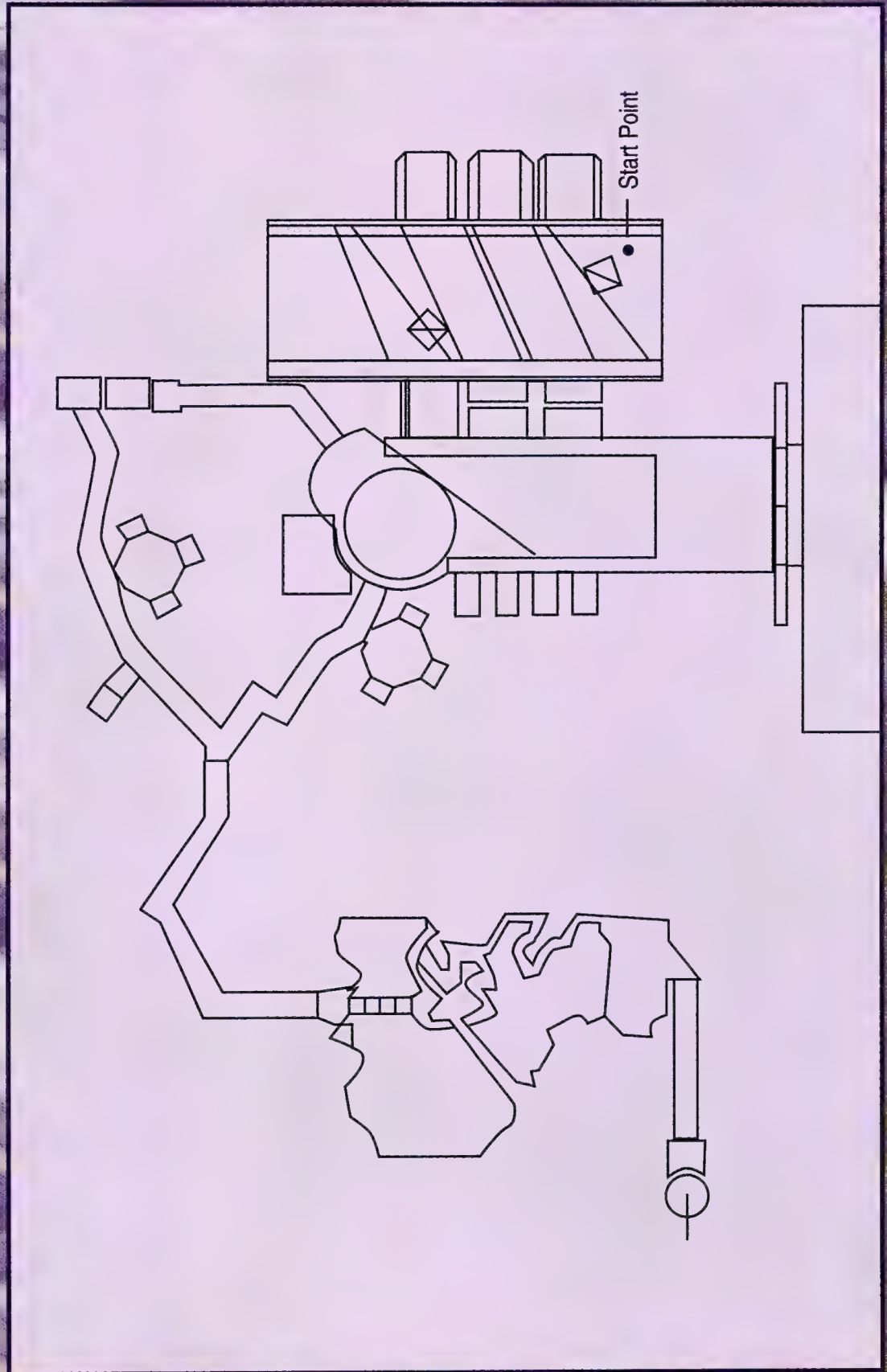
FIG. 2-1. HAVING DISPOSED OF THE AT-ATs, YOU ENTER FIRST-PERSON MODE TO RESTORE POWER TO THE GENERATORS SO YOU CAN GET OFF THIS ROCK.





Part One: The Battle of Hoth

Shadows of the Empire: Game Secrets



Objective

Find your way through the base and reactivate the power generators.

Echo Base Mop Up

You begin this stage standing beside your snowspeeder. Run across the hangar toward the other speeder, then through the archway. You'll see the *Millennium Falcon* take off and clear the hangar doors just as they close, leaving you alone to face the Imperial forces guarding the captured Rebel base.



FIG. 2-2. WAVE GOOD-BYE TO CHEWIE, HEAD FOR THIS ARCHWAY, AND PREPARE FOR COMBAT. SEVERAL IMPERIAL GUARDS WAIT FOR YOU AFTER THE *FALCON* TAKES OFF.

In this second hangar, Imperial troops lurk on both sides of the archway: The troops on the left should be your first priority. Move past a couple of crates and blast them all.

FIG. 2-3. AS SOON AS THE *FALCON* TAKES OFF, GUARDS TO THE LEFT OF THE ARCH OPEN FIRE. MOVE TOWARD THEM AND TAKE THEM OUT QUICKLY. USE THE CRATES AS COVER IF NECESSARY.



Once you've killed these guards, two more emerge from a passage behind you. Turn around and drop them. Use the crates as cover if you need to.



FIG. 2-4. AFTER YOU TAKE OUT THE GUARDS TO YOUR LEFT BE SURE TO LOOK BEHIND YOU, TWO GUARDS WILL COME OUT OF THIS TUNNEL.

Once you've cleared out the hangar, pick a hallway at the end of the hangar opposite the bay doors. These hallways join each other inside the base, so it doesn't matter which you choose, but for our purposes move to the right hallway.

The hallway on the right leads to two rooms. Open the first and carve your name into the guard waiting to ambush you.



FIG. 2-5. OPEN THIS DOOR, DISPOSE OF THE GUARD QUICKLY, AND MOVE INSIDE.

Once inside, move to the antechamber with the red column. A secret panel there houses a challenge point. The panel is right of the red pillar.



X MARKS THE SPOT
WHERE THE SECRET
DOOR IS.

FIG. 2-6. OPEN THE
SECRET PANEL ACROSS
FROM THE RED PILLAR
TO FIND A CHALLENGE
POINT.

As you rifle through these rooms you'll notice recessed areas with ammunition and health points; snag these as you need them. Move through the second room and out into the hallway. The door along the left wall leads to an area where two or three imprisoned wampas wait behind impenetrable barriers. Activate the wall panel to open the barriers and release the wampas.



FIG. 2-7. AFTER
YOU KILL THE GUARD
IN THE JAIL ROOMS,
FREE THE WAMPAS.

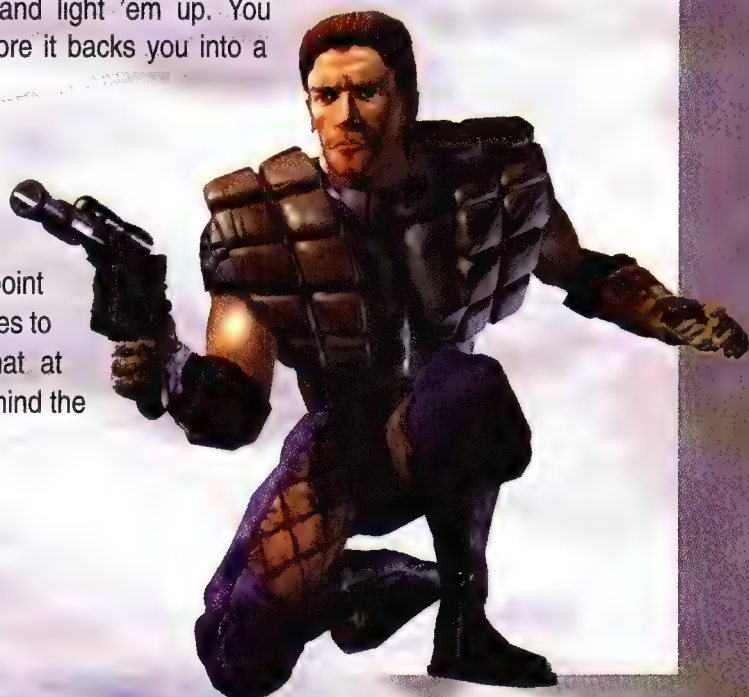
The best strategy for taking out these wampas is to let them battle each other. Leave the room right away and hide, but stay close enough to hear them as they squabble. They'll sense you nearby and try to attack through the wall, but they often end up hitting each other instead. Once one wampa picks a fight with another, they'll fight to the death. When it's all over the wampa that's left is so weakened from battle it succumbs to the gentlest of blaster massages (it should be noted, however, that live wampas attack anything—that includes stormtroopers).



FIG. 2-8. LET THE WAMPAS TAKE THEIR AGGRESSIONS OUT ON EACH OTHER, THEN MOVE IN FOR THE SEEKERS IN THE MIDDLE CELL.

If the wampas won't kill each other, you'll have to gun them down yourself. Wampas are slow but they can take a lot of abuse. Big tip, don't let them get close. Slowly back away and light 'em up. You should be able to bag one before it backs you into a very painful corner.

Four small crates stacked on the right side of the hallway, past one of the wampa prison rooms, conceal a challenge point and some health. Shoot the crates to gain access, but be aware that at higher levels a wampa waits behind the boxes, as well.



Chapter Two: Escape from Echo Base



FIG. 2-9. SHOOT AT THESE BOXES TO SCORE SOME GOODIES AND A CHALLENGE POINT.



FIG. 2-10. A WAMPA SOMETIMES HIDES BEHIND THE CHALLENGE POINT, SO BE WARY.

As you walk the halls of this stage, watch for Tripod Laser Cannons. Ducking while firing at one can often cause it to miss you.



FIG. 2-11. TRIPOD LASER CANNONS REQUIRE YOUR FULL AND UNDIVIDED ATTENTION. TAKE THEM OUT FIRST WHENEVER POSSIBLE.

TRIPOD CANNON

At the end of the hallway turn left to follow the hall back out to the hangar. A wampa prison room lies in this direction. Depending on your chosen difficulty level, the wampa's cells will contain health or Seeker ammunition.

From the same point, you can turn right at the Tripod Laser Cannon to follow a hallway to a bridge across a wide chasm. This is the direction you ultimately must take, but prepare to encounter a Tripod Laser Cannon just before the bridge. A challenge point lies to your right just before crossing the bridge.



FIG. 2-12. THERE'S A CHALLENGE POINT ON THE LEDGE TO THE RIGHT OF THE BRIDGE. BEWARE THE DROIDS HOVERING IN THE CHASM.

Chapter Two: Escape from Echo Base



Once you cross the bridge, turn left and follow the ledge a short way to a cave entrance on your right. A guard lurks in the cave's shadows, so be ready for him. If you stand on the bridge long enough, he'll even come out after you.

At the other end of the cave you'll find more narrow ledges and deep canyons. Guards, droids, and Laser Cannons defend these ledges, so get ready to rumble. A challenge point is on the ledge to the right.

FIG. 2-13. PREPARE FOR SOME ACTION WHEN YOU REACH THIS POINT. THERE'S A CHALLENGE POINT TO THE RIGHT. NOTE THE GUARD ON THE UPPER RIGHT LEDGE.



Once you get the challenge point, follow the ledge in the other direction until you reach the plateau with the Tripod Cannon and guard. A hallway leads away from this plateau to an elevator and the end of the first stage.



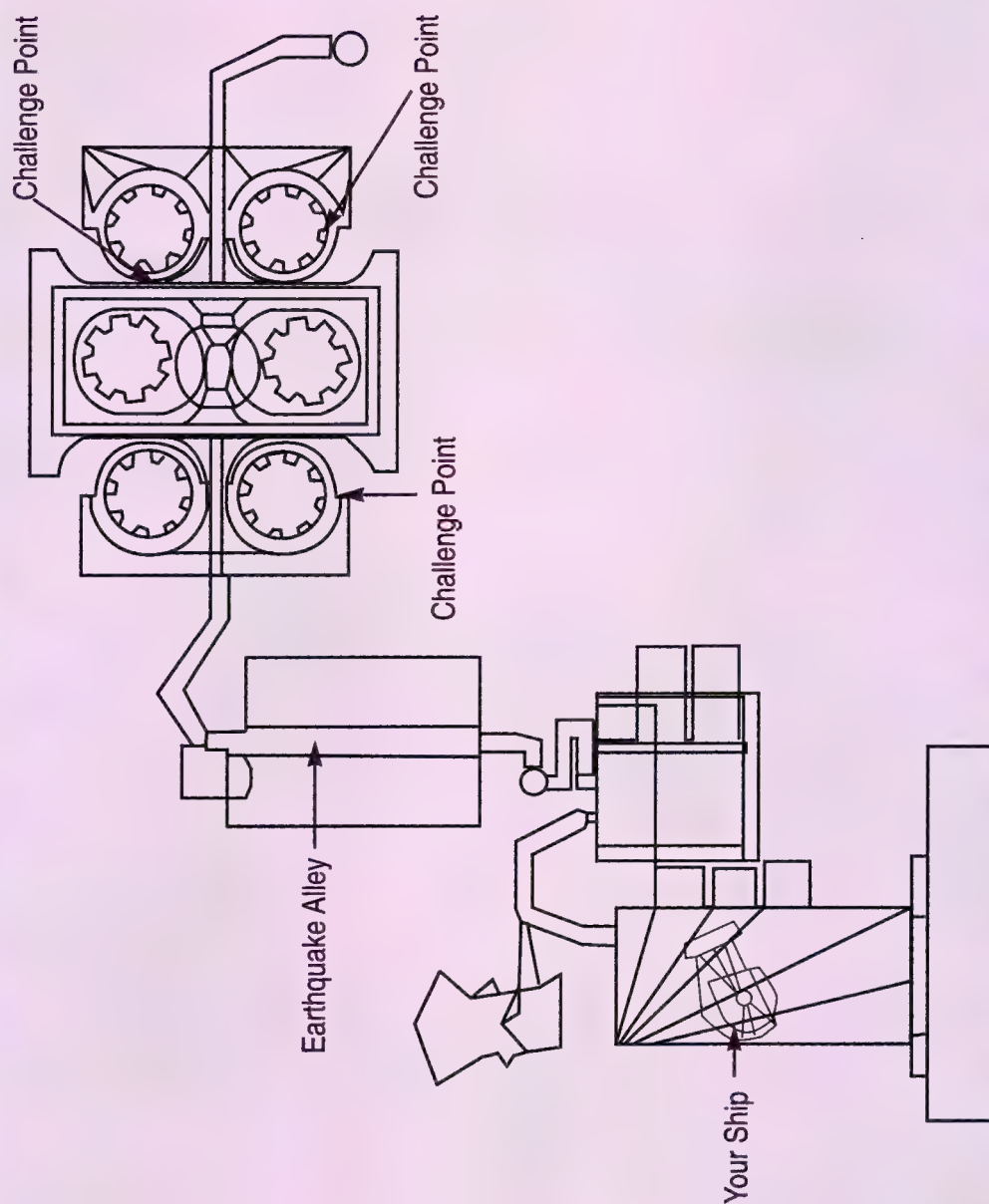
FIG. 2-14. THE DOORWAY IN THE CENTER OF THE SCREEN IS THE WAY OUT OF THIS STAGE.

Empire Busters

- ☪ The “over-your-shoulder” camera view lets you guide Dash with better precision because you can see where he’s stepping and how close to objects he is. It’s worth the effort it takes to adjust to this perspective. The only drawback is that the camera moves a little slower than Dash when he turns a corner; you could walk into Imperial troops and not realize it until the camera catches up. Strafing around corners solves this problem.
- ☪ The number of Imperial stormtroopers and the accuracy with which they fire depends on your difficulty setting, but even at the Easy setting a few choice shots at close range can easily buy you a casket.
- ☪ Be sure to shoot and destroy all boxes and crates on these levels. They often contain health, weapons, and even free lives.

FIG. 2-15. THE OVER-THE-SHOULDER OR TOP-DOWN VIEWPOINTS CAN HELP YOU SEE EXACTLY WHERE YOUR FEET ARE WHEN BALANCING ON A LEDGE.







Part One: The Battle of Hoth



Stage Two

Objective

Find your way through the base and reactivate the power generators.

On to the Generators

You exit the elevators into a long hallway that leads to a large room. It contains the first of the generator turbines. Imperials wait here for you to show yourself so perfect your close combat skills until the room is clear.

FIG. 2-16. TWO OF THE POWER GENERATOR'S SIX TURBINES ARE VISIBLE HERE. IF YOU JUMP UP INTO THE TURBINE ON THE RIGHT YOU'LL FIND A CHALLENGE POINT.



Climb the steps leading to a catwalk between the two turbines; you'll have to do a little "laser-deprogramming" on a couple of droids here. At the end of the catwalk's first section, you'll see a red free life just a short jump away. Make sure you jump for this free life: More goodies wait in this room.

FIG. 2-17. IF YOU DON'T FEEL LIKE RISKING THE JUMP FOR THIS FREE LIFE, THINK AGAIN. HEALTH AND A CHALLENGE POINT HIDE HERE, AS WELL.



After you get back on the catwalk, you'll notice it branches around to either side. Either way you'll reach the elevator to the control room. Beware of Imperial droids and guards en route. Once you reach the lift, hit the switch and prepare to open fire when you reach the control room. Once you've cut them down, activate all six switches and get out of there. If you get killed, don't forget to hit the red switch on the wall beside the elevator: It opens the door out.



FIG. 2-18. YOU MUST ACTIVATE ALL SIX SWITCHES IN THE CONTROL ROOM TO ACTIVATE THE GENERATORS.

Once you descend in the elevator and exit, you'll face a ramp leading out and two other turbines. Access these turbines from this last section of catwalk. As you proceed you'll notice a notch in the inner casing of the left turbine. It's difficult to jump over the catwalk railing to this notch, so prepare to lose 30 to 40 percent of your health if you miss and do a swan dive onto the floor below.



FIG. 2-19. THERE ARE CHALLENGE POINTS IN BOTH TURBINES. NOTE THE NOTCHES IN THE TURBINE CASING TO THE LEFT. THIS IS WHERE YOU SHOULD JUMP.

Jump from the one turbine to the other to get the all-important challenge points.

Through the door another hallway leads to a door guarded by a Laser Cannon. Once you pass through the door you'll think you've got it made until the floor starts to split apart. Bad day, huh?





FIG. 2-20. ONCE THE FLOOR BEGINS TO SPLIT YOU'VE GOT TO DECIDE WHICH SIDE TO MAKE YOUR MOVE ON.

If you merely want to make it to the other end, keep running, stay to one side, and jump to clear each crevice. Pay attention to the stormtroopers waiting for you when you reach the end of the hall. If you wait however, a free life and a challenge point appear. It's entirely possible to get the challenge point and make it to the exit before the chasm becomes too wide. If you can't make it, just pick up the challenge point and the free life and you'll be even.

FIG. 2-21. IF YOU HAVE THE GUTS TO WAIT AROUND LONG ENOUGH, A CHALLENGE POINT AND A FREE LIFE APPEAR.



Part One: The Battle of Hoth

After you clear Earthquake Alley, take the elevator at the end of this hallway up to the hangar level. Exit the elevator and follow the winding hall. You'll eventually come face to face with an Imperial AT-ST in a small hangar. You must defeat this "boss" to continue your escape from Echo Base.



FIG. 2-22. THIS AT-ST IS THE FIRST BOSS YOU'LL FACE, BUT HE'S NOT SO TOUGH IF YOU KNOW HOW TO HANDLE HIM.

You have superior maneuverability, so if you circle the AT-ST continuously it won't be able to target you. The trick is to get behind the tough guy, aim up at his back, and blast away. Repeat until destroyed.



FIG. 2-23. THIS IS THE PREFERRED VIEW WHEN ATTACKING AN AT-ST. YOU CAN STAY BEHIND IT AND HIT ITS WEAK SPOT.



Since the key to defeating the walker is to stay behind it, keep running toward the backs of its “ankles.” When you get directly behind it, it’ll lose track of you and stop. You can actually just sit there in its blind spot for many seconds at a time. Aim at its back and let loose. You must repeat this maneuver many times to destroy it. Using Seekers speeds the task, but remember, they won’t track on the AT-ST; you must aim them manually. If you find yourself in a health crunch, run over to the boxes and pick up some extra health.

FIG. 2-24. THERE IS A FULL-HEALTH POWERUP JUST ABOVE THE BOXES IN THE CORNER. THE BOXES CONCEAL OTHER GOODIES.



FIG. 2-25. YOU’LL KNOW WHEN YOU’VE KNOCKED OFF THE AT-ST. DON’T WORRY ABOUT GETTING OUT OF THE WAY; IT WON’T HIT YOU WHEN IT FALLS.

After scrapping the AT-ST, collect the health and weapons in the small hangar until you have as much as you can carry and leave through the door that opened when the walker bit the dust. Be sure to shoot all the boxes (after using them as stairs); they conceal plenty of goodies.



FIG. 2-26. BEFORE YOU DESTROY THE BOXES, USE THEM AS STAIRS TO REACH THE LEDGES ABOVE.

After disposing of the boss, you'll find yourself in a long hallway that bends to the left. At the outer wall of this elbow, four crates hide a wampa, a narrow passage, and a room with a challenge point.



FIG. 2-27. USE YOUR BLASTER TO CLEAR A PASSAGE THROUGH THESE BOXES. A WAMPA AND CHALLENGE POINT AWAIT.



FIG. 2-28. THE JUMP TO THE CHALLENGE POINT IS, WELL, A BIT OF A CHALLENGE. AN EXTERNAL VIEW WILL HELP YOU LINE IT UP.

Go back out to the hallway and follow it to your ship. You must fight your way aboard and find the cockpit to take off and end the mission.

FIG. 2-29. WHEN YOU REACH YOUR SHIP YOU'LL FACE SEVERAL GUARDS—BOTH INSIDE AND OUTSIDE THE SHIP.



Empire Busters

- ☰ Three of the six turbines hold challenge points. As you enter the turbine room the challenge points are in the right-hand unit and the turbine diagonal to it.
- ☰ In the generator section, before going up the lift you should collect the challenge points and free lives behind the last two turbines. Although it's possible to get these items when the generator is running, it's considerably more challenging!



Asteroid Chase

In this stage you don't fly the ship. Instead, you operate the *Outrider's* Laser Turrets while your droid copilot, Leebo, navigates through the asteroid field. To complete this stage you must destroy a set number of TIE fighters and TIE bombers without your ship becoming an asteroid itself. You'll have blasters and handy-dandy guided missiles that automatically track the nearest target.

Stage One



FIG. 3-1. DON'T WORRY ABOUT THIS STAR DESTROYER: IT WON'T HIT YOU WHEN IT FIRES.

Objective

Destroy all TIE bombers and TIE fighters in the asteroid field. Break up the six challenge-point asteroids.



Challenge Points: 6

TIE Fighter Dog Fight

As you begin the mission you'll pass over a rather imposing Star Destroyer. Don't worry, though. This Star Destroyer is for aesthetics only. Soon after, you face waves of TIE bombers and fighters, all intent on turning you to so much space dust.

First, you must decide which perspective to play from. The external view can be confusing. The three-dimensional aspect of the reticle can drive those with poor spacial skills insane. However, the external viewpoint affords a greater field of vision overall, useful if you can master the controls.

FIG. 3-2. WHILE VISUALLY PLEASING, THE EXTERNAL VIEWPOINT CAN BE VERY CONFUSING.



Most players will find it easier to track enemy ships from the internal viewpoint, where you merely aim the cross hairs at TIE ships and pull the trigger. Using this viewpoint you'll rack up TIE kills by the dozen. The downside is a blind spot behind your ship: You might take a little more damage before the battle ends.



FIG. 3-3. UNLESS YOU'RE VERY ACCOMPLISHED AT VISUALIZING IN THREE DIMENSIONS, STICK TO THE COCKPIT VIEWPOINT IN THIS SECTION.

The TIE bombers will fire—you guessed it—*bombs* at you. These bombers aren't particularly fast or maneuverable, but they pack a bigger wallop. The bombs appear as green blotches and, fortunately, move slowly enough for you to destroy them with your blasters. Unless you want your ship to go *boom* it's prudent to destroy TIE bombers and any bombs they launch posthaste.



FIG. 3-4. THE GREEN BLOTCHES ARE SLOW-MOVING PLASMA BOMBS DROPPED FROM THE TIE BOMBERS. SHOOT THEM OR RISK A SERIOUS PROBLEM.



Part One: The Battle of Hoth

The TIE fighters are more of an annoyance than a serious threat, although enough hits from them can certainly kill you. Generally, it's easier to target them as they come straight at you for a pass. If you want to see some serious carnage, wait until three or four fighters group in front of you, and then launch a missile. This usually takes out several in one shot. Don't worry about the TIE fighters circling at a distance; concentrate on those closest to you.

Destroying the TIE fighters will take less time than you expect because they tend to collide with asteroids, which brings us to our next point: *Don't count on them to collide with asteroids.*

The challenge points in this level come in the form of large red asteroids, which you must destroy. They're fairly easy to knock off, but they require several consecutive seconds of blaster fire to break apart—just enough time for a TIE bomber to hit your backside with some wholesome plasma goodness, so be careful.



FIG. 3-5. TO GET YOUR HANDS ON THE SIX CHALLENGE POINTS IN THIS STAGE YOU MUST DESTROY THESE LARGE RED ASTEROIDS.

Empire Busters

- ☪ It's easier to line up your targets using the "from-the-cockpit" view. The exterior view gives you a cone of fire but it's difficult to aim accurately.
- ☪ You'll see six red asteroids during your battle. Turn them to dust to earn challenge points.
- ☪ Your order of targeting priority should be (1) TIE bombs and bombers; (2) red asteroids; (3) TIE fighters.
- ☪ Don't be afraid to use your missiles. These babies are highly effective and will reload in a fairly short period. There's no limit to how many missiles you can reload.
- ☪ In cockpit mode, constantly turning your ship provides a full 360-degree view. Check your "six" frequently to avoid getting rocked in the back by plasma bombs.



Part Two
In Search of
Boba Fett

Ord Mantell Junkyard

You're in search of **Boba Fett**. First, however, you must ride a series of Hover Trains through the Ord Mantell Junkyard, jumping from car to car and train to train while carefully disposing of Imperial guards and droids. IG-88 waits for you at the end of the rail line. But let's not get ahead of ourselves: You must make it through the train section before you start thinking of turning IG-88 into a junk heap.

Stage One (The Trains)

FIG. 4-1. IF YOU EVER
WANTED TO JUMP
FROM TRAIN TO TRAIN,
THEN THIS IS
YOUR STAGE.



Challenge Points: 9

Objective

Ride the train successfully all the way to the junkyard, where you'll meet IG-88.

Riding the Rail

The trains you ride in this stage don't stop, so prepare to jump from train to train. You begin on a flatbed car in external chase view. As you roll down the track a couple of challenge points will float above you. Keep an eye out for them as the train moves along and jump to reach them as you pass under.



FIG. 4-2. RIGHT OFF THE BAT YOU'LL HAVE TO JUMP TO SCORE A HOVERING CHALLENGE POINT.

FIG. 4-3. MOVE SLIGHTLY TO THE LEFT OF THE TRAIN FOR ANOTHER QUICK JUMP. THIS CHALLENGE POINT SITS JUST ABOVE THIS CROSS BEAM.



Chapter Four: Ord Mantell Junkyard



Move to the right of the train, and watch carefully for a third challenge point floating above a cross beam. Negotiating the first section of track involves jumping over low obstacles and ducking under high ones. Timing is everything. It becomes particularly difficult as the train speeds up. It's hard to gauge the train's speed; often you learn of a speed increase by pancaking on a cross beam.

Holding the Strafe button when negotiating flatbeds allows you to sidestep to adjust your position and still keep an eye out for obstacles. As you jump and duck your way along the track, watch for enemy droids and free lives or health.



FIG. 4-4. MOVE TO THE LEFT, AND A FREE LIFE WAITS FOR YOU AS YOU DUCK UNDER THIS CROSS BEAM.

After you pass through a steel mesh tunnel prepare to make a running jump to the train ahead of you on the same track.

FIG. 4-5. YOU MUST MAKE A RUNNING LEAP TO MAKE IT TO THE CAR IN FRONT OF YOU.



At this point, airborne droids show up and fire on you from above. These droids aren't a huge threat, but it's best to kill them before they pass behind; otherwise, they keep firing and eventually catch up to harass you. The last thing you want is to be distracted when you're leaping for your life.



FIG. 4-6. ONE OR TWO SHOTS EACH WILL BE MORE THAN ENOUGH TO TOAST THESE HOVERING DROIDS. THEY'RE ONLY A PASSING ANNOYANCE.

After the train descends a short slope you'll notice a second track to your right. Jump to the flatbed beside you (there's a free life there). Stay on the right-hand car until the one you were on passes under a cargo container; then jump back. This cat-and-mouse between tracks is essential to surviving.

FIG. 4-7. JUMP TO THE CAR THAT PULLS UP ON YOUR RIGHT. A FREE LIFE WAITS FOR YOU THERE.



As you roll along on the left track, another car appears ahead of you. Jump to this car. Shoot the energy barriers you encounter (unless you want to singe your eyebrows).



FIG. 4-8. ALTHOUGH THESE ENERGY BARRIERS WON'T KILL YOU, DISABLE THEM WITH YOUR BLASTER, ANYWAY.

Another track appears on your left and you pass a flatbed with an enemy droid on it. Kill this droid quickly; otherwise, the rail car will follow just behind you and it will fire continuously. Eventually you'll catch up to a boxcar on the parallel track. Make a leap of faith: A challenge point awaits within.



FIG. 4-9. YOU WON'T BE ABLE TO STAY ON THIS BOXCAR AND LIVE, BUT YOU MUST JUMP TO IT AND CAPTURE A CHALLENGE POINT.

Move to the front of the boxcar and make the jump to the flatbed when it appears ahead. You must jump while the train's in a curve. Take care to give yourself room for error on either side. As if you didn't have enough to think about, here come more flying droids; fixed droids attack you from towers beside the track. Again, finish them all off quickly or they'll come back to haunt you. They can score hits from a surprisingly great distance.



FIG. 4-10. TAKE THE TIME TO SHOOT THE FLYING DROIDS AND THEIR HARD-WIRED COUSINS ON THE TOWERS BESIDE THE TRACKS.

Hankering for a free life? You're in luck: One more flatbed will appear on this track with a free life near its front. Once you've retrieved this free life, prepare to jump back to the train on your right. In a few seconds a lake of sludge swallows the left track; it's a good idea not to be on it. ...



FIG. 4-11. DON'T LET THIS HAPPEN TO YOU. PICK UP THE FREE LIFE FROM THE LEFT-HAND TRAIN BEFORE IT SLIDES INTO SLUDGEVILLE.

Another challenge point lies ahead and above you. More droids wait in the towers beside the track, but they're easy to extinguish.

The train descends a steep slope and joins another train ahead as the tracks merge. Junkyard hoods inhabit this train's boxcars. Pound them mercilessly with your blasters while you pick up points throughout the train.

FIG. 4-12. PREPARE TO TAKE ON A FEW HOOLIGANS AS YOU MOVE THROUGH THE BOXCARS AHEAD. A COUPLE OF CHALLENGE POINTS AWAIT YOU.



A challenge point floats quite high over the coupling between two rail cars. You can't reach it from the floor of the boxcar; instead, enter the car, walk up the ramp to the roof, and then go back and get it. You must hurry: The next train will leave without you if you're late.



FIG. 4-13. TAKE TIME TO PICK UP THE CHALLENGE POINTS BOTH ABOVE AND WITHIN THE BOXCARS.

If you have what it takes, a free life floats above the next boxcar. Go around the ramp leading down from the roof and jump back over the railing onto the ramp to reach it.

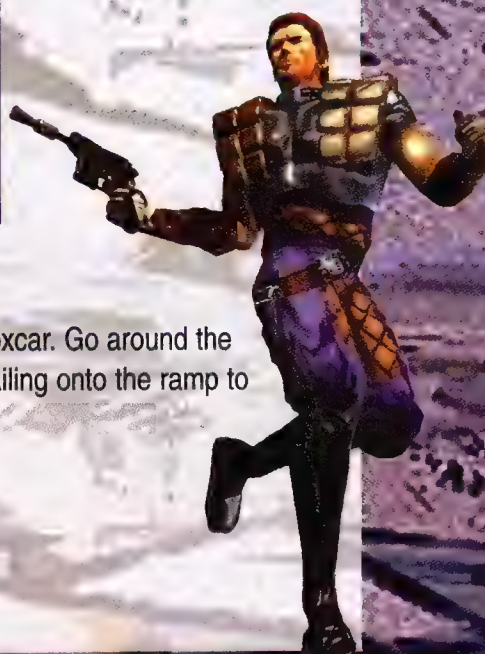




FIG. 4-14. IT WILL TAKE A STEADY HAND TO PERFORM THIS OPERATION (GETTING THE FREE LIFE).

FIG. 4-15. TO REACH THIS CHALLENGE POINT, JUMP UP ON THE SMALL WALL BESIDE IT AND LEAP.



The next train—a series of flatbeds with railings—appears on the same track. Unfortunately, the railings make it difficult to jump from car to car, especially on corners. Shoot the enemies on the car ahead while you wait for a straight section of track to make your jump.

As your train climbs a steep slope, yet another train appears ahead on the same track. Vault to this train and move to the locomotive at the front. A challenge point lies on the right side of the engine. Grab it, then backtrack to the flatbed to jump to the train that appears beside you on the left.

FIG. 4-16. AFTER YOU GET THIS CHALLENGE POINT YOU MUST LEAP TO JUST ONE MORE TRAIN, TO YOUR LEFT.



Once you make it to the final train, shoot the enemies and move onto the locomotive at the front. The train will crash through the door of a large building and you'll be in for a treat: Meet IG-88, the droid bounty hunter who can lead you to Boba Fett—or kick your butt.



FIG. 4-17. DON'T SWEAT THE FLAMES. THEY MEAN YOU'VE MADE IT TO THE NEXT STAGE. CONGRATS!



Empire Busters

- Get out your old high school science texts because the physics on these trains is all too real. If you jump in the air while the train makes a sharp turn, centrifugal force affects your arc. You can fly right off the train if you're not careful! You'll notice these forces when you're trying to walk along the length of the train. Measured hysteria is the best way to make it through the trains without missing jumps.



FIG. 4-18. BE CAREFUL NOT TO JUMP NEAR THE EDGE OF THE TRAIN IN A TIGHT TURN, OR YOU'LL FLY THROUGH THE AIR WITH THE GREATEST OF EASE.

- If you jump slightly in the direction of the turn you should land where you want. Don't worry if you bite the dust a couple of times in this level. There are several free lives to be had.
- Shoot the droids as they come into view. Generally they'll blow up after taking one decent direct hit, and if you don't get rid of them they'll harass you to no end.



Stage Two (IG-88)



FIG. 4-19. THIS MECHANICAL MONSTER IS VERY FOND OF ITS PULSE CANNON AND WILL CUT YOU TO RIBBONS IN SECONDS.

Objective

Destroy IG-88.



On to the Junk Pile

The locomotive you were on comes to rest in the middle of a large room full of junk. The left half of the room is piled high with garbage; the right half contains two large cauldrons filled with molten sludge. A catwalk runs across both sides of the room. Most importantly, IG-88 awaits, keenly anticipating your death.

IG-88 starts out atop a junk pile in the left portion of the room, but this crafty hunk of junk can fly. He'll move around quickly and often. A challenge point lies on a towering pile of junk in the left half of the room. You must get this (and all other challenge points) *before* you kill IG-88, because the stage is over when he dies.



FIG. 4-20. AFTER YOU GRAB THIS CHALLENGE POINT, HOP OVER TO THE LEDGE AGAINST THE WALL. A FLAMETHROWER AND HEALTH WAIT THERE.

The flamethrower does more damage than your blaster, but it has a pathetic range. Don't pick a fight when you're holding it unless IG-88 is standing right in front of you. If you're lucky enough to get into this situation you can dine on crispy fried nuts and bolts.

Move around the room using the catwalk. Keep that eye in the back of your head open at all times, and if IG-88 pops up nearby, open fire with whatever you have handy. IG-88 tends to turn and run if you hit him several times consecutively; this character flaw buys you time to nab the challenge points before you kill him.

IG-88's fusion cannon will knock the stuffing out of you before you even realize where the shots are coming from. Again, always look around for IG-88 and fire on him to keep him at bay. To kill him off, just hit him consistently with whatever weapon you're using. You'll manage just fine with your blaster, but will have to engage IG-88 several times to wear him down sufficiently.

This level's remaining two challenge points lie in the cauldrons on the right side of the room. If you fall into the cauldrons, things heat up in a hurry, and if you're not careful you might just get burned beyond recognition. You lose points for every second you stay in the red stuff, but you can escape this fate by jumping quickly to the small ledge within each cauldron.

FIG. 4-21. You'll have to jump into each of the two cauldrons to get the challenge points within. Try to jump directly to the small ledges within, and exit through the door.



Empire Busters

- ☪ Seekers are the most powerful ranged weapon at your disposal, but they don't lock onto IG-88, so your aiming accuracy is crucial.
- ☪ Unfortunately, there's a scarcity of Health powerups in the junkyard building, so your best defense is to keep moving and avoid IG-88 until he's lined up in your sights.
- ☪ The platforms above the floor at either end of this room provide the best vantage point to see IG-88 approach and to fire from.





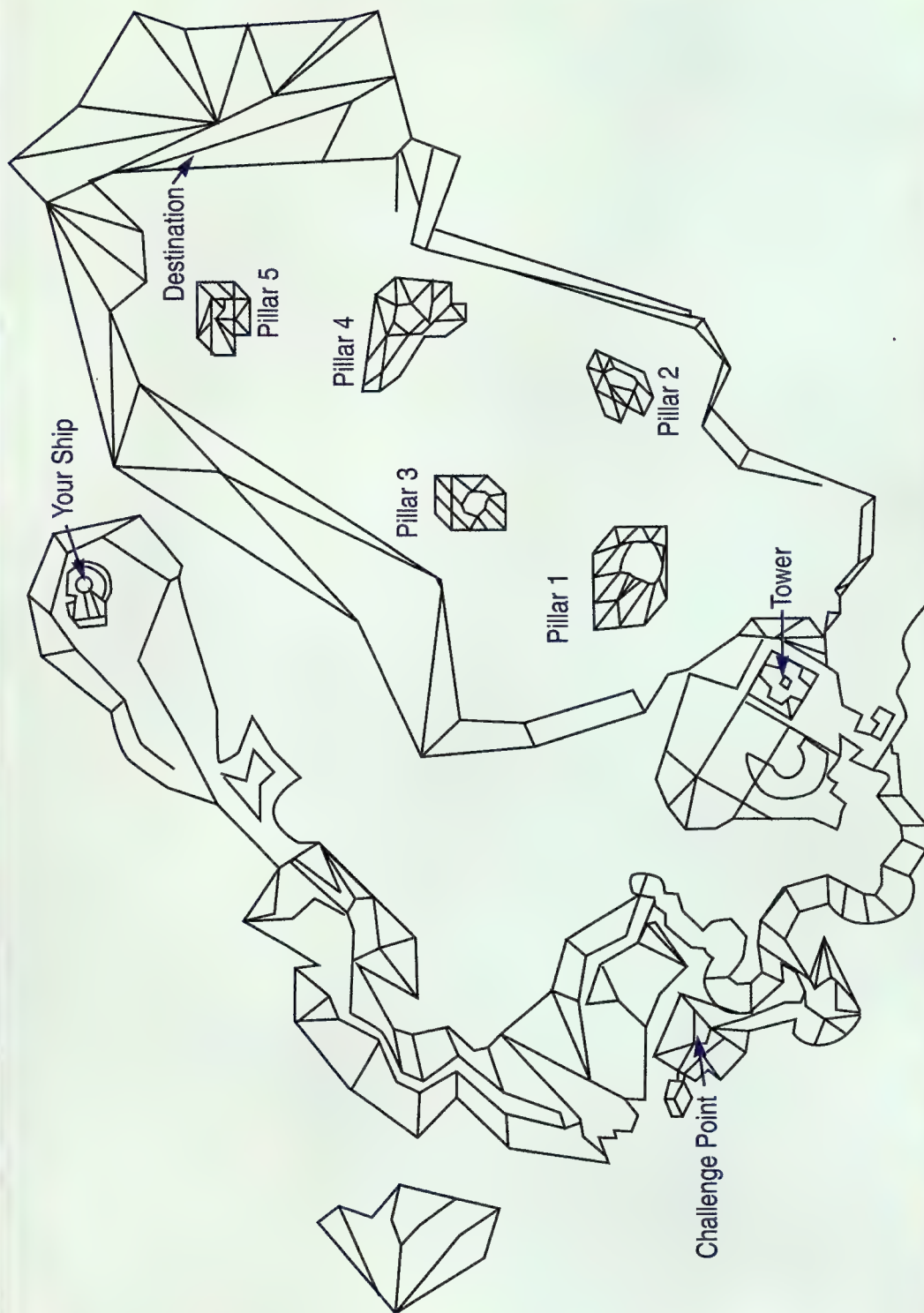
Gall Spaceport

Just before you toasted IG-88, he told you where to find Boba Fett. You must now sneak into an Imperial base by walking along a series of high narrow bridges, jet pack to another base, then finally find and defeat Boba Fett. This is the game's largest level, so if you want to play it at one sitting, you'd better get prepared now.

Stage One

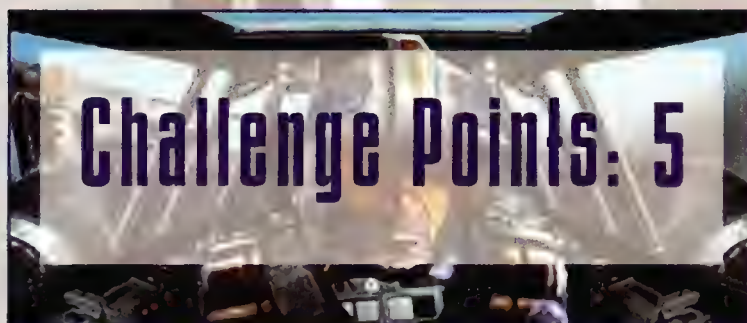


FIG. 5-1. AFTER YOU LEAVE YOUR SHIP YOU'RE IN FOR SOME NAIL-BITING CLIFF-WALKING.



Objective

Work your way over the cliffs and across the canyon to the station where Boba Fett resides.



Cliff Hanger

You begin inside your ship, where there's a box of Seekers. Go outside where a challenge point floats above your ship's cockpit. Jump on the rocks to the right of the exit ramp, then onto the narrow fairing along your ship's cockpit. The overhead view will be the most helpful for these jumps.



FIG. 5-2. USE THIS ROCK LIKE A STAIRCASE TO GET UP ONTO YOUR SHIP. THEN JUMP FOR THE CHALLENGE POINT.

Walk toward the front of your ship and along the narrow pathways. Several droids float around this area so be ready to smoke them quickly.



FIG. 5-3. SEVERAL DROIDS FLOAT AROUND THIS AREA SO WATCH FOR THEM TO POP UP.

As you progress along the cliffs you may have to backtrack occasionally to find the best places to make your jumps. You'll find a Health powerup on a small ledge off the right-hand cliff, but it's difficult to see unless you're in overhead view.

FIG. 5-4. A HEALTH POWERUP ON THE FIRST LEDGE TO THE RIGHT CAN ONLY BE SEEN IN OVERHEAD VIEW



Continue following the path, jumping from ledge to ledge. Beware of a couple of Laser Turrets before the bridge. After you cross, you'll be on a narrow cliff ledge with rock on your left and a long way down on your right.

FIG. 5-5. FOLLOW THIS NATURAL STONE BRIDGE TO THE RIGHT. IT LEADS TO A NARROW LEDGE RUNNING ALONG A CLIFF FACE.



As you progress along this ridge, don't miss the chance to explore the caves you'll find just above you in the rock. They hold Health powerups and other items—including Imperial guards and wampas.



FIG. 5-6. YOU CAN GET INTO THIS CAVE FROM AN ENTRANCE FARTHER ALONG THE RIDGE.

FIG. 5-7. AS YOU MOVE ALONG THE CLIFFS, KEEP AN EYE OUT FOR DROIDS. WHEN YOU PASS THE FIRST CAVE YOU'LL HAVE TO MAKE A JUMP AMIDST FIRE FROM SEVERAL PROBE DROIDS.



A mountain wampa inhabits one of the caves. If you stay on the ledge below the cave he can't reach you, so use your Flamethrower (if you have it) to burn another wampa.

Eventually you reach a narrow bridge of rock leading down and to the right of the cliff face. It isn't absolutely necessary to head down there, but a challenge point rewards the brave of heart.



FIG. 5-8. TO RETAIN ALL THE CHALLENGE POINTS, YOU'LL HAVE TO JOURNEY DOWN THIS RATHER PRECARIOUS-LOOKING OUTCROPPING.

When proceeding down the ramp be careful or you might slide off. Again, gravity (in all its splendor) is fully functional in this stage. Jump from the stone bridge past the archway to a set of steps carved into the stone. After you get the challenge point, drop back to the stone bridge and take the hit. The descent down the steps is far too risky, and you'll find a Health powerup to restore the hit points you lose from the drop.



FIG. 5-9. BE CAREFUL WHEN MAKING THIS JUMP TO THE STEPS TO THE RIGHT OF THE OUTCROPPING. A CHALLENGE POINT AWAITS YOU ON TOP.

After you retrieve the challenge point and any health you might need, head back to the ledge on the side of the cliff and keep on going.



FIG. 5-10. A COUPLE OF GUARDS MEET YOU ON THE LEDGE AS YOU APPROACH THE DOOR TO THE BASE. BLAST THEM AND WATCH THEM PLUMMET.

Part Two: In Search of Boba Fett

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You eventually arrive at the door to the Imperial base. The switch that activates it is in the small room right of the door. Two guards await you here so be on your toes. Hit the switch and venture into the darkness.

FIG. 5-11. TWO GUARDS STAND BY THE SWITCH TO THIS DOOR. HIT THEM THROUGH THE WINDOW JUST TO THE RIGHT OF THE DOOR.



Inside the first room you're rudely introduced to a pair of Laser Cannons. As you enter, move immediately to the chamber on the right and destroy both Laser Cannons from there. It takes several shots to destroy each cannon, so be persistent. Next you ride an elevator up to a level where you must fight off a fair number of guards at every turn.



FIG. 5-12. WHEN YOU HOP ON THE ELEVATOR, LOOK UP. YOU'LL SEE TWO GUARDS WITH AN INTENSE HATRED FOR ANYONE NAMED DASH.



Work your way through the guards. You end up on an observation platform that runs around the outside of the base.



FIG. 5-13. YOU MUST PUNCH YOUR WAY THROUGH SEVERAL PAIRS OF GUARDS TO GET OUTSIDE AGAIN.

Once on the platform, proceed to your left. Beware, you'll find some resistance waiting. At this point, if your health is low you can drop to the ground and collect Health powerups, but be sure you have at least 20 Health because the drop will cause some damage. An elevator on the other side of the building can take you back up.

To open the main doors to the base, ride the moving platform to the gunner's nest and throw a switch. To take out the guards, simply fire across the canyon. The door only stays open for a short time after you throw the switch, so careful timing is necessary to make it back across and through the door before it closes.



FIG. 5-14. THE SWITCH THAT OPENS THE BASE DOOR IS ON THE FAR END OF THE PLATFORM.

After you open the door, ride the platform back and jump inside. The door closes like venetian blinds behind you. There are a couple of droids and guards in this area. Make mincemeat of them and proceed.

Eventually you enter a tall cylindrical shaft with two bridges at different heights leading into a central column. You must aim carefully to pick off all the guards and droids, but you should be able to take care of them with minimal damage.

FIG. 5-15. YOU'LL HAVE SEVERAL GUARDS TO DEAL WITH HERE. DON'T FALL INTO THE MIDDLE OR YOU'LL BE SKYDIVING WITH NO 'CHUTE.



A challenge point taunts you as it floats near the higher bridge. To get it you must reach the second bridge, step out to the end of the spire nearest the floating challenge point token, and jump toward the token in the direction of the lower bridge. You'll lose some hit points, so don't jump if you're near death. If so, you can also make the long journey to get the jet pack and come back.

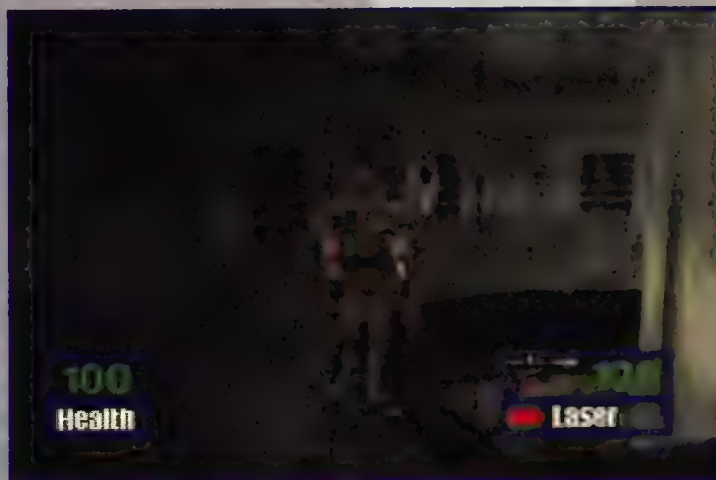


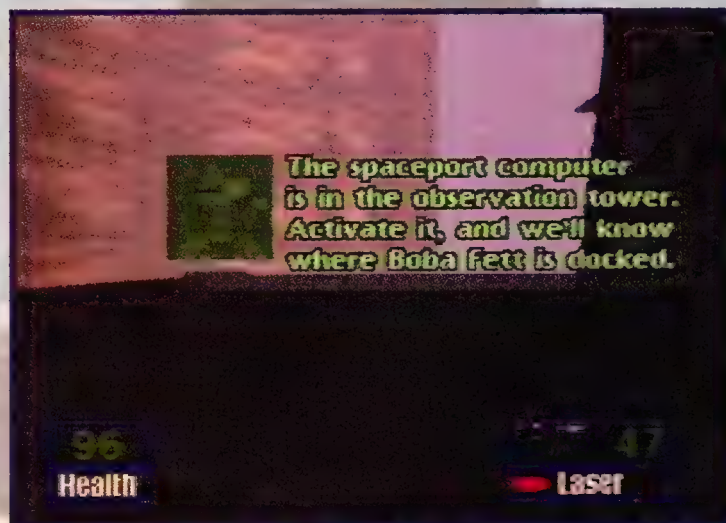
FIG. 5-16. YOU MUST CAREFULLY PLAN THIS JUMP SO THAT YOU GET THE CHALLENGE POINT AND LAND ON THE BRIDGE BELOW.



FIG. 5-17. CLIMB OUT ON THE SMALL PROTRUDING BRIDGE TO INCREASE YOUR CHANCES OF GETTING THE CHALLENGE POINT AND LIVING. USE OVERHEAD VIEW FOR EXTRA PRECISION.

As you continue up through the base you'll take a couple of elevator rides. The last brings you to the observation tower. Enter and ride its elevator to the top.

FIG. 5-18. THE ELEVATOR IS AT THE BASE OF THE TOWER. RIDE IT UP TO GET THE JET PACK.



A guard is waiting for you so start shooting before you arrive. Then activate the switch to learn where Boba Fett is and get a jet pack. Sheesh, will this ever end?



FIG. 5-19. A GUARD
WAITS FOR YOU AT
THE TOP OF THE
TOWER. HIT THE
SWITCH ON THE RIGHT
TO GET THE JET PACK.



FIG. 5-20. GRAB THE
JET PACK, TURN
AROUND, AND THRUST
YOUR WAY UP TO THE
TOP OF THE TOWER.
A CHALLENGE
POINT AWAITS.

Once you're on top of the tower, jump in the direction of the first pillar and turn on your jet pack. This part of the mission consists of jetting from pillar to pillar until you find the next Imperial base. There are five plateaus at graduated heights: the base is right of the lowest one.



FIG. 5-21. JUMP STRAIGHT OFF THE TOWER AND HEAD FOR THE FIRST PILLAR. DON'T THRUST UNTIL YOU NEED TO. JUST PUSH THE STICK FORWARD AND YOU'LL FALL WITHOUT WASTING MUCH FUEL.



A challenge point floats high above the second pillar. But man, you've got to do it ju-u-ust right. To get this point, fly up to it, then drift down to the second pillar. You have just enough fuel left to do this. You may lose a few lives attempting to get this challenge point.



challenge point

FIG. 5-22. A CHALLENGE POINT HOVERS HIGH ABOVE YOU BETWEEN THE FIRST AND SECOND PILLARS. IT'S TOUGH TO GET BUT IT CAN BE DONE.

The third pillar has a Laser Cannon mounted on it. If you get fancy-schmancy and try to kill it from the air, you might just run out of jet pack juice. It's probably better to land and take it out quickly or fire a Seeker.



FIG. 5-23. UNLESS YOU'RE A HOT SHOT, YOU'LL WANT TO LAND BEFORE YOU TAKE OUT THE LASER CANNON ON THE THIRD PILLAR.

There are a couple of goodies above and below the last three pillars, but none are essential for victory, so go after them at your own risk. After you sizzle into the final pillar, you see a doorway mounted in the wall of the far cliff. This is where you want to go.

FIG. 5-24. A GUARD WAITS FOR YOU AS YOU APPROACH THIS PLATFORM. AND IF YOU'RE NOT CAREFUL YOU CAN END UP DEAD. JUST LIKE THIS.



Open the door and *voilà!* The stage is over.

Empire Busters

- ☪ Overhead view is often best for negotiating those precarious ledges. Switch to over-the-shoulder view to line up the jump and see where your feet are stepping as you land.
- ☪ When you enter the base it's best to peek around the corner and expose yourself to one Laser Cannon at a time to avoid taking too many hits.
- ☪ The key to using the jet pack is not to use the thruster unless you absolutely must. When flying from high to low, just push the stick forward and guide Dash in, using thrust only to gain height if needed. As you hop through the canyon, you can jump from pillar to pillar and land safely with 30–40 percent of your fuel every time.
- ☪ If you want to forego the challenge point in the pillar area, jumping to Pillar 3, then to Pillar 5 saves you two steps. This requires slightly better fuel conservation skills but saves you considerable time.
- ☪ If you feel like you're a Jedi Master, you can also quickly turn on and off the jet pack while descending to save fuel.

Stage Two

Objective

Work your way through the base and face off against an AT-ST and Boba Fett.



The Hover Car Challenge

Inside this base you reach an apparent dead end. Use your jet pack to fly straight up to the next room. You'll find a guard or two, and a switch that summons a Hover Car. This car takes you to the next base.

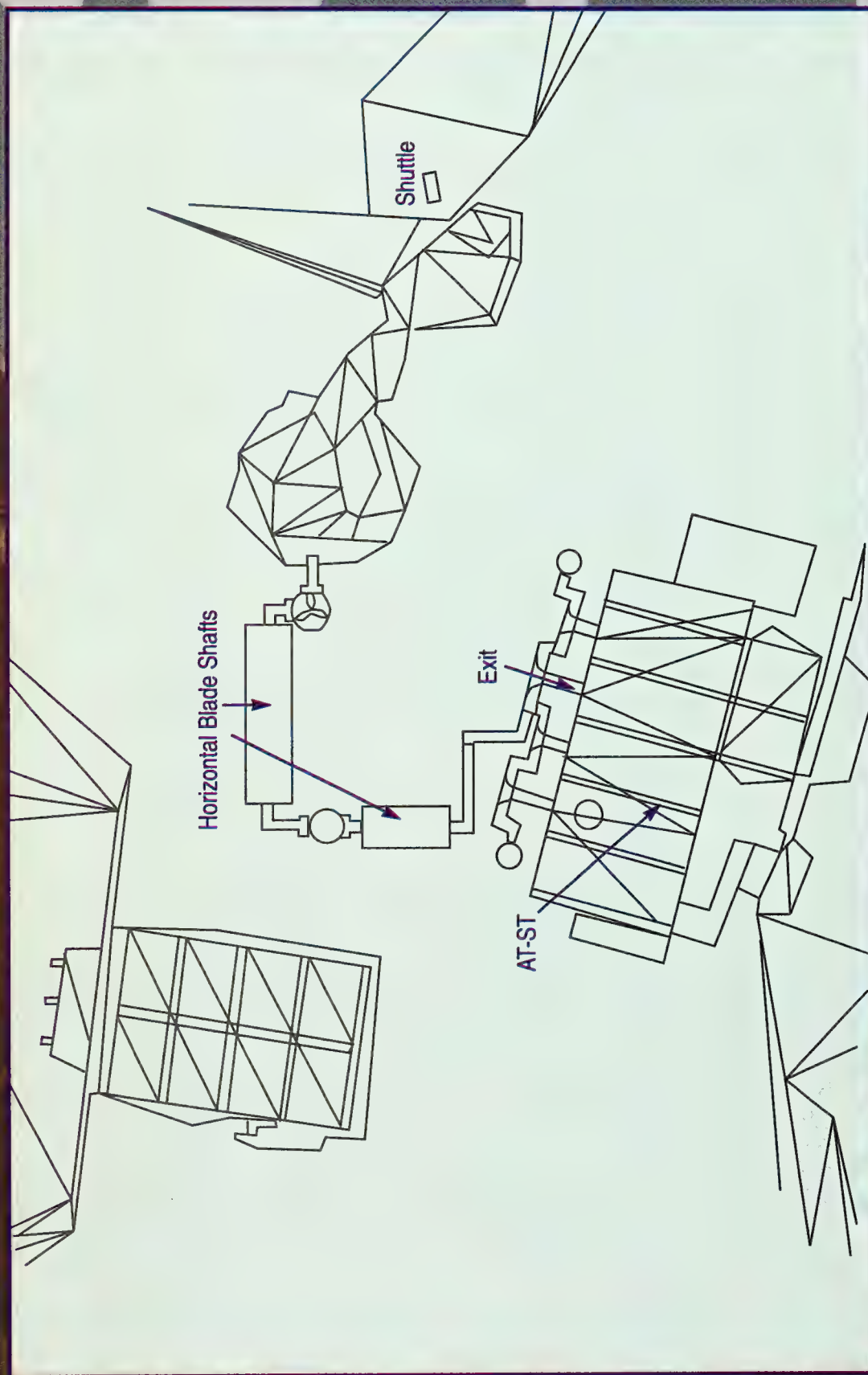


FIG. 5-25. HIT THE SWITCH AND A HOVER CAR WILL AUTOMATICALLY FLY INTO THE HANGAR.



A challenge point lies hidden in a notch below the platform you're standing on. You must use your jet pack to get there.



FIG. 5-26. ALTHOUGH IT LOOKS LIKE THERE'S NOTHING DOWN THERE, THERE'S A SMALL NOTCH IN THE GRAY STATION WALL.





FIG. 5-27. You'll find full health and a challenge point in the notch. To get out, jump up and hit your jet pack thruster. When you get the challenge point, head back to the lower left, then recall the shuttle.

It's time to board the Hover Car and hit the button to engage it. You'll head to another bay, but before you get there you pass a small ledge to your upper left (it's almost hidden). You'll find another challenge point and some other goodies on this ledge. You can thrust up to this ledge as you pass it in the shuttle, then use your jet pack to head back to the original hangar and summon the shuttle again. It takes some time but your reward is a nice, shiny challenge point.

FIG. 5-28. AFTER YOUR HOVER CAR ARRIVES AT THE HANGAR, USE YOUR JET PACK TO THRUST TO A LEDGE ON THE OPPOSITE SIDE OF THE CANYON. SCORE THE CHALLENGE POINT. LET YOUR JET PACK RECHARGE, THEN THRUST BACK TO THE HANGAR.



You arrive inside a hangar that houses an AT-ST like the one you fought in Echo Base. The good news is you can defeat it in exactly the same way.

FIG. 5-29.
GUESS WHO!



FIG. 5-30. AS BEFORE, GETTING UNDER AND BETWEEN THE AT-ST'S FEET IS THE KEY TO VICTORY.

After you kill the walker, the wall around the switch platform will raise and allow you to access the switches and a challenge point. These switches open each of four ventilator shafts high up on the landing bay wall. You can explore each shaft, but only one is essential to continuing the mission. In this case it's the third shaft from the left, and the switch by the challenge point opens it.

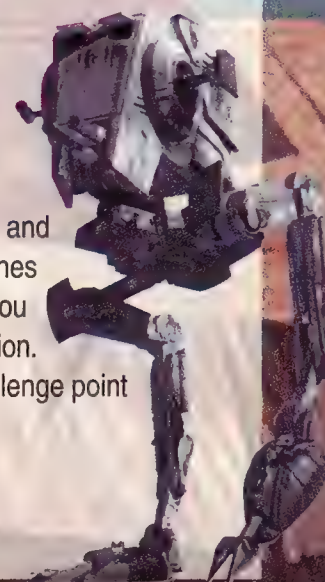




FIG. 5-31. TO PROCEED, YOU MUST ENTER THE THIRD VENTILATION SHAFT FROM THE LEFT.

There are some goodies, guards, and droids behind the switch tower, but it's not essential to go back there unless you need the Health or like to watch Imperial guards die.

This shaft leads to a set of huge fans in vertical and horizontal columns. Make your way through the fans, using the jet pack to descend the vertical columns. Check for powerups under the fan shafts in horizontal columns.

FIG. 5-32. THESE SHAFTS AREN'T PARTICULARLY DANGEROUS, BUT YOU SHOULD AVOID GETTING HIT BY THE BLADES ALL THE SAME. THERE'S OFTEN HEALTH UNDER HERE.



Turning the jet pack on and off with careful timing drops you through the vertical shafts while avoiding fan blades.

FIG. 5-33. BE SURE TO PICK UP THE CHALLENGE POINT IN THE FIRST VERTICAL SHAFT. IT'S EASY TO MISS.



These fan shafts lead to a huge cavern with lots of floating power-ups and a challenge point—heaven.



FIG. 5-34. WATCH THE TIME COUNT ON THE JET PACK WHILE YOU COLLECT THE POWER-UPS HERE. THE DROP WILL KILL YOU.

As you might expect, the exit's near the top of the cavern, so once again you must do some creative jet pack work. Once you've thrust up to the cavern exit, you face a few more guards; it's best to worry about getting over solid ground before you start messing with them.



FIG. 5-35. IT'S A LONG WAY UP, BUT YOUR JET PACK HAS JUST ENOUGH JUICE TO GET YOU LINED UP SAFELY IN FRONT OF THE IMPERIAL GUARDS WAITING AT THE TOP.

Yet another Hover Car waits to bring you to the last Imperial base. This time several droids shoot at you during the ride. There's also a challenge point that you'll have to jump (up) for.

The shuttle takes you to a landing bay. You must clear out the Imperial troops and activate the switch on the left platform. After winding through some corridors and picking up a few goodies, you reach another landing bay that houses a shuttle.



FIG. 5-36. INSIDE THE SHUTTLE ARE GUARDS AND SOME HEALTH UNITS. A CHALLENGE POINT WAITS ATOP THE SHUTTLE'S MIDDLE "WING."

You're almost there. Now walk through the computer rooms and find the lift to the launch pad where Boba Fett prepares to depart.

Boba Fett

FIG. 5-37. AT LAST, YOU GET TO KICK SOME BOBA FETT BUTT. IF YOU'RE NOT CAREFUL, HOWEVER, HE MIGHT JUST KICK YOURS.

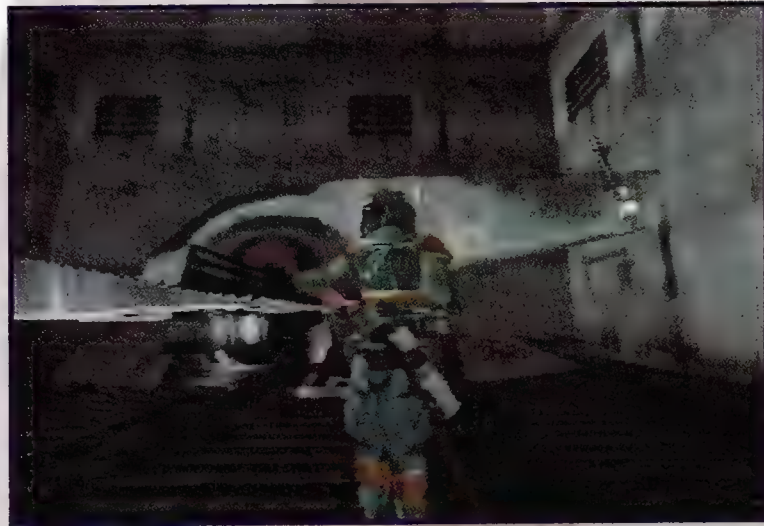


FIG. 5-38. HEALTH POWER-UPS LIE SCATTERED ON PLATFORMS ALONG THE WALLS OF THE LAUNCH PAD. YOU'LL FIND MORE POWERFUL ITEMS—A FREE LIFE, AMMO, AND FULL HEALTH—ON TOP OF EACH WALL.

Boba Fett attacks with Seekers, a Flamethrower, and a Laser Pistol. In other words, he's one mean guy. No matter what your instincts tell you, *keep moving*. Strafing sideways is a good way to dodge a Seeker if he shoots one at you while you're facing him. Fortunately, he uses these weapons infrequently.

Good aim with your Laser Pistol will pay off. The laser shots travel very quickly so you don't have to lead your target. If you're on the ground, keep looking up and shoot while he flies around above you. If you hit him while he's airborne, usually he acts stunned for a moment and you can get a few more shots in. Whatever you do, don't let him get close to you or he'll toast you with his Flamethrower.

OK, you've bagged Boba Fett. Time for some R&R right? Wrong. The fight's not over: Now you must fight Boba Fett's ship—*Slave I*.



FIG. 5-39. *SLAVE I* IS BIG AND SLOW, ARMED ONLY WITH TWIN LASER GUNS THAT USUALLY SHOOT IN THE DIRECTION THE SHIP FACES. IT MAKES A PERFECT TARGET FOR THE SEEKERS YOU'VE BEEN SAVING.

Slave I is almost invulnerable from the front, so run behind and blast up at it. Don't bother jetting around in this battle. It's much easier to stay on the ground where you can run quickly behind the ship.



Empire Busters

- There's a couple of challenge points to be had when you face Boba Fett. If you leave the "arena" you're fighting in and explore the external arena, you'll find some nice goodies. Best of all, neither Boba nor this ship will bother you while you're out there.

FIG. 5-40. THE LEDGE JUTTING OUT FAR BELOW HOLDS A CHALLENGE POINT AND A FREE LIFE FOR THE TAKING.



FIG. 5-41. THE AREA AROUND THE BOTTOM OF THE ARENA HAS PLENTY OF POWERUPS AND A CHALLENGE POINT.

- When you use the jet pack, take a running jump before you take off. Turn on the jet pack as you reach the apex of your jump to buy yourself a little fuel. Sometimes this little bit makes a big difference.
- Seekers won't track Boba Fett, so don't waste the ammo. Try to gun him down with your Laser or Pulse Cannon (if he's close by).



Mos Eisley and Beggar's Canyon

In this stage you ride a “swoop,” something like a combination Harley-Davidson and a hover craft. Prepare to fly through the erratic streets of Mos Eisley and out into Beggar's Canyon, smashing other swoop riders into walls all the while. Now you'll find out if you were really born to be wild.

Stage One

FIG. 6-1.
FIRST-PERSON
PERSPECTIVE CAN
MAKE CONTROLLING
YOUR SWOOP A LITTLE
EASIER, BUT CHASE
VIEW IS MUCH
COOLER.



Challenge Points: 12

Objective

Kill off the swoop gang and make it to Ben Kenobi's hut.

Born to Be Wild

Here's a great strategy for getting all the challenge points (if that's important to you). First, chase and destroy the other riders. Don't worry how far out of Mos Eisley you have to go to do it. Once the other riders are eliminated, you can go back for the challenge points at your leisure and enjoy the sights and sounds of Mos Eisley along the way. Don't worry: You can retreat all the way to the beginning of the stage from any point; just concentrate on catching the bike gang before they reach Luke.

Although you can sometimes see a second opponent ahead of you, you can deal with only one opponent at a time. That is, you can't catch the next rider until you defeat the current one.

Watch out for the Wrong Way message while looking for the swoop gang. If you dillydally around too much, they'll get too far ahead of you to catch before they reach Luke. Basically, if you work steadily to destroy the swoop gang you should have no trouble getting rid of them before they reach Luke.

FIG. 6-2. WHEN YOU STILL HAVE ENEMY SWOOPERS TO ELIMINATE, YOU WANT TO AVOID THE WRONG WAY SIGNAL.



Chapter Six: Mos Eisley and Beggar's Canyon



A great way to crunch enemy riders is to squeeze them when they hit narrow passages like archways and tunnels. If they miss the hole they'll go bye-bye in a hurry. (By the way, the same goes for you.) Knocking enemy riders into the canyon walls is also effective, especially when negotiating corners.

FIG. 6-3. BE SURE TO TAKE ADVANTAGE OF TIGHT SPACES LIKE THIS. IF YOU CAN SQUEEZE THE ENEMY INTO THE WALL THEY'LL GO *BOOM*.



To knock an enemy out, try to get beside him and match his speed, then move him close to a wall and rub him out. Remember, he's the stain and you're the cleanser.

When you've defeated the gang, you get a message from Leebo telling you the coast is clear. This is your cue to turn your swoop around and go back for the challenge points. It's annoying, but you can ignore the Wrong Way message from now on.

Some of the challenge points can be a tad hard to reach. One token floats on a ledge beside a free life token above an awning. You can speed diagonally up a nearby ramp to jump to the ledge, then jump across to the awning to get the free life.



FIG. 6-4. YOU'LL HAVE TO USE THAT RAMP IN THE DISTANCE TO GET THIS FREE LIFE.

Mos Eisley offers many challenge points. Explore all buildings and ramps to get all the goodies sprinkled throughout this famous town. (Just don't spend too much time in the cantina.)



FIG. 6-5. THIS BUILDING STRUCTURE IS REPEATED MANY TIMES IN MOS EISLEY. THEY SOMETIMES HOUSE CHALLENGE POINTS ALONG THE FRONT WALKWAYS.

Chapter Six: Mos Eisley and Beggar's Canyon



FIG. 6-6. BE SURE TO CHECK IN ALL THE RECESSED AREAS IN MOS EISLEY. YOU NEVER KNOW WHAT YOU'LL FIND.



To retrieve the challenge points above the Sarlacc Pit, jump the pit. (To jump, merely pull back on the stick.) Remember, if you miss you'll be digested over the course of a thousand years. Yuck.



FIG. 6-7. MAKE SURE YOU GRAB ENOUGH AIR TO CLEAR THESE PITS OR YOU'LL BE LUNCH FOR OLD TRENCH BREATH.



FIG. 6-8. ANOTHER CHALLENGE POINT FLOATS ABOVE AN ARCHWAY NEAR THE END OF BEGGAR'S CANYON. REACH IT BY GOING UP THE LEDGE ON EITHER SIDE OF THE CANYON.

Beware the Eye of the Needle. This stone hoop is a compulsory obstacle to reaching Kenobi's hut, where Luke is waiting. You must get going pretty fast to clear it safely.



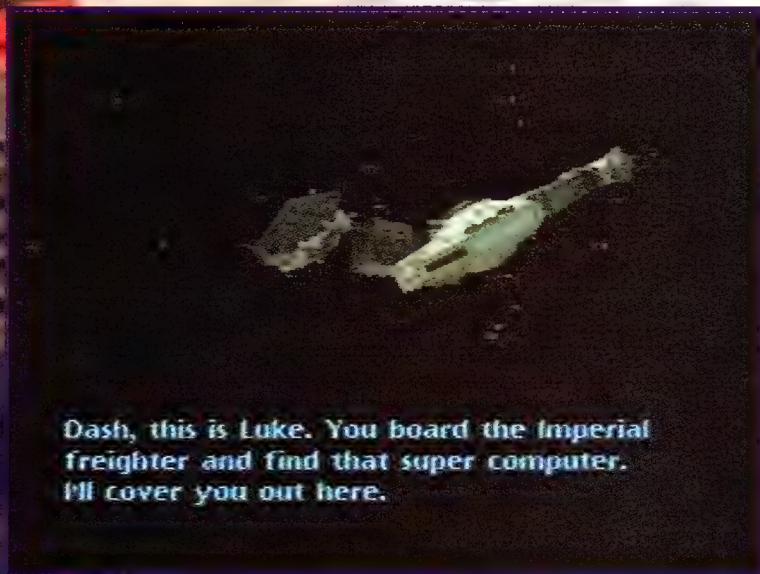
FIG. 6-9. BE SURE YOU BUILD ENOUGH SPEED TO CLEAR THE EYE OF THE NEEDLE.

Empire Busters

- Ⓐ Although it's fun, in this stage speed isn't crucial. You need only keep up with the other riders. After all, if you hit an obstacle going too fast, you meet your maker.
- Ⓐ Kill off the swoop gang first; then return to search for goodies and challenge points.
- Ⓐ Use narrow passageways to your advantage. Get close to the enemies and ram them into the cold, hard stone when crossing through an archway or tunnel.



Imperial Freighter *Suprosa*



Dash, this is Luke. You board the Imperial freighter and find that super computer. I'll cover you out here.

FIG. 7-1. WE'RE NOT EXACTLY CLEAR ON WHAT YOU NEED TO BE PROTECTED FROM "OUT HERE," BUT IT'S SAFE TO SAY YOU'LL BE ON YOUR OWN IN THE FREIGHTER.

You must find your way through an Imperial Freighter to locate the supercomputer. Vicious stormtroopers and sentry droids guard every step of the way: Prepare for a real dog fight.

Stage One

Objective

Make it through this section of the Freighter en route to the supercomputer.

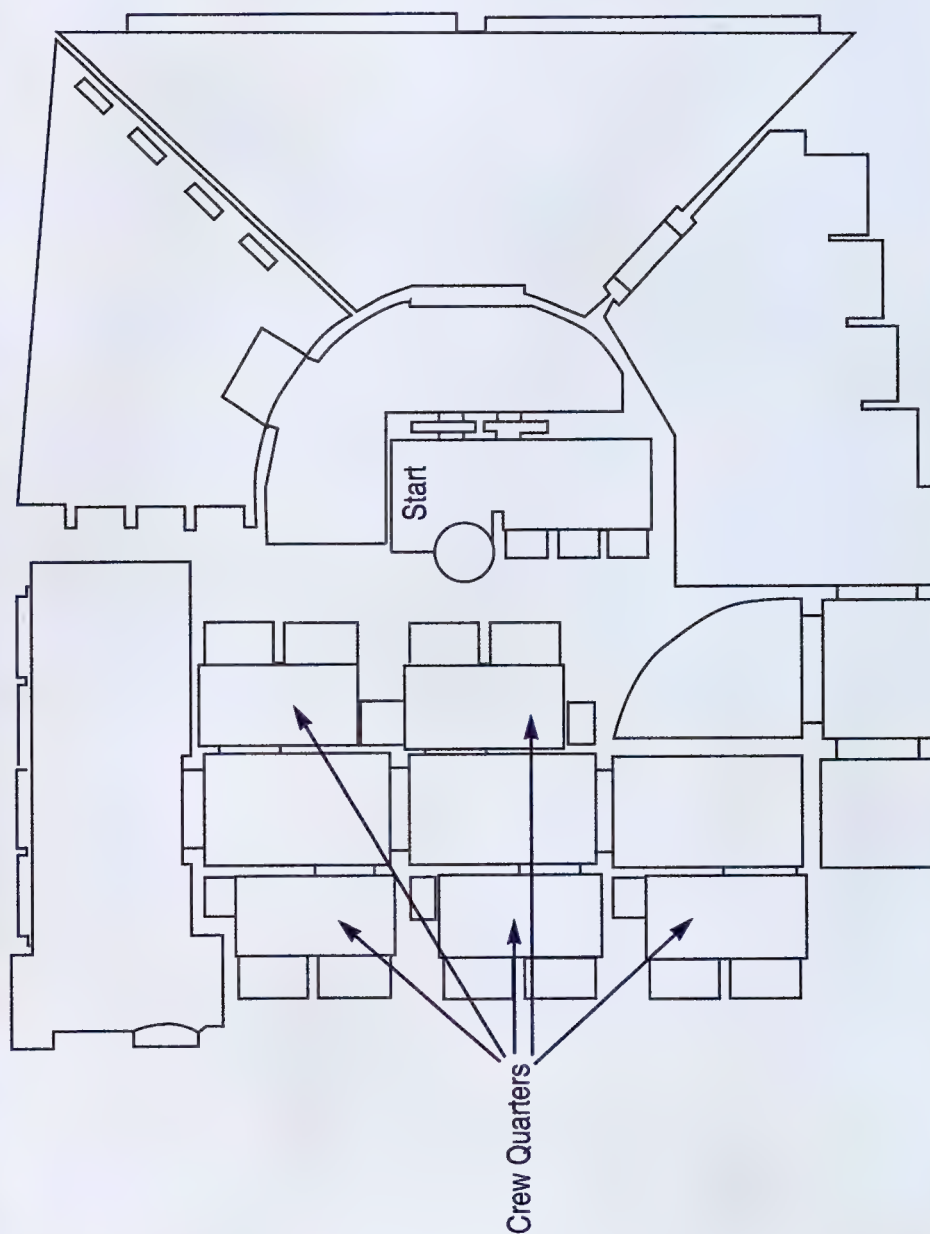


Challenge Points: 2

Part Two: In Search of Baba Yell



Shadows of the Empire: Game Secrets



Sentry Droid Hell

You begin in a small room beside the lift that brought you up into the Freighter. The moment you activate the switch to open the door, Imperial stormtroopers will enter the room and attack. This door stays open for only a few seconds, so don't step through too hastily; it could end up blocking your retreat if you're taking a beating.

FIG. 7-2. PREPARE TO GET NASTY WHEN YOU THROW THE SWITCH TO THIS DOOR. A COUPLE OF ORNERY GUARDS WAIT FOR YOU.



Step through the door, and turn immediately to your left. Check the wall lockers for any goodies. After stepping through the door you'll see a portal in front of you. It leads to an observation deck. (Turn to your left and get the challenge point.)



FIG. 7-3. IT JUST DOESN'T GET ANY EASIER THAN THIS. PICK UP THIS CHALLENGE POINT AND SAVOR THE EASE OF ITS CAPTURE.



As you stroll through the observation room and into an area with computer terminals, you must wax a few more guards—but wait, there's more. Once you proceed into the crew area you'll have to engage in a room-by-room firefight for your life. On a happier note, every crew room has a locker that may or may not contain a goody. Be sure to check each room.



FIG.7-4. EACH CREW ROOM HAS A CLOSED LOCKER. OPEN IT AND YOU JUST MIGHT BE TREATED TO A LITTLE INVINCIBILITY.

At the end of the crew area is a room housing some computer panels. A Laser Cannon tripod will attack from your right, so you might want to turn and blast it as soon as you enter the room. A challenge point floats blissfully behind it.

FIG. 7-5. YOU MIGHT BE TEMPTED TO JUST RUN AWAY FROM THIS IMPOSING LASER, BUT THE CHALLENGE POINT BEHIND IT WILL KEEP YOU COMING BACK.



Take the elevator up to the bridge of the ship. The elevator will exit in the same direction you entered, so turn 180 degrees before you reach the top and prepare to fight your way into the room.

This room wraps around a central ramp descending to a red door. Hit the switch on the left side of the platform to activate the door. Beware, stormtroopers lurk at the bottom of the ramp.

FIG. 7-6. THE RED DOOR IN THE MIDDLE IS WHERE YOU WANT TO BE, BUT FIRST YOU MUST HIT THE SWITCH TO THE LEFT.



To pass through the red alternating doors you need only move forward when the door in front of you opens. (Beware of droids lurking between these doors.)

Empire Busters

- ☪ Be sure to check out all the crew quarters for goodies such as health, weapons, and invincibility.
- ☪ The challenge points are in relatively easy locations, but they're covered by many enemies.



Stage Two

Objective

Make it through this section of the Freighter en route to the supercomputer.

Turbine Trouble

The last red door leads to a V-shaped room where fixed guns attack you from either side. Destroy the guns before activating the switch in front of the door. This switch opens up the middle of the room. Four more Laser Guns are hidden behind wall panels that open after a short time. It's best to stay to one side of the room as you blast the guns on the other side to avoid getting caught in a cross fire.

FIG. 7-7. BEHIND DOOR NUMBER ONE. ... AFTER YOU TAKE OUT THE LASERS ON EITHER SIDE OF THIS ROOM, THROW THE SWITCH AND GET READY TO RUMBLE.



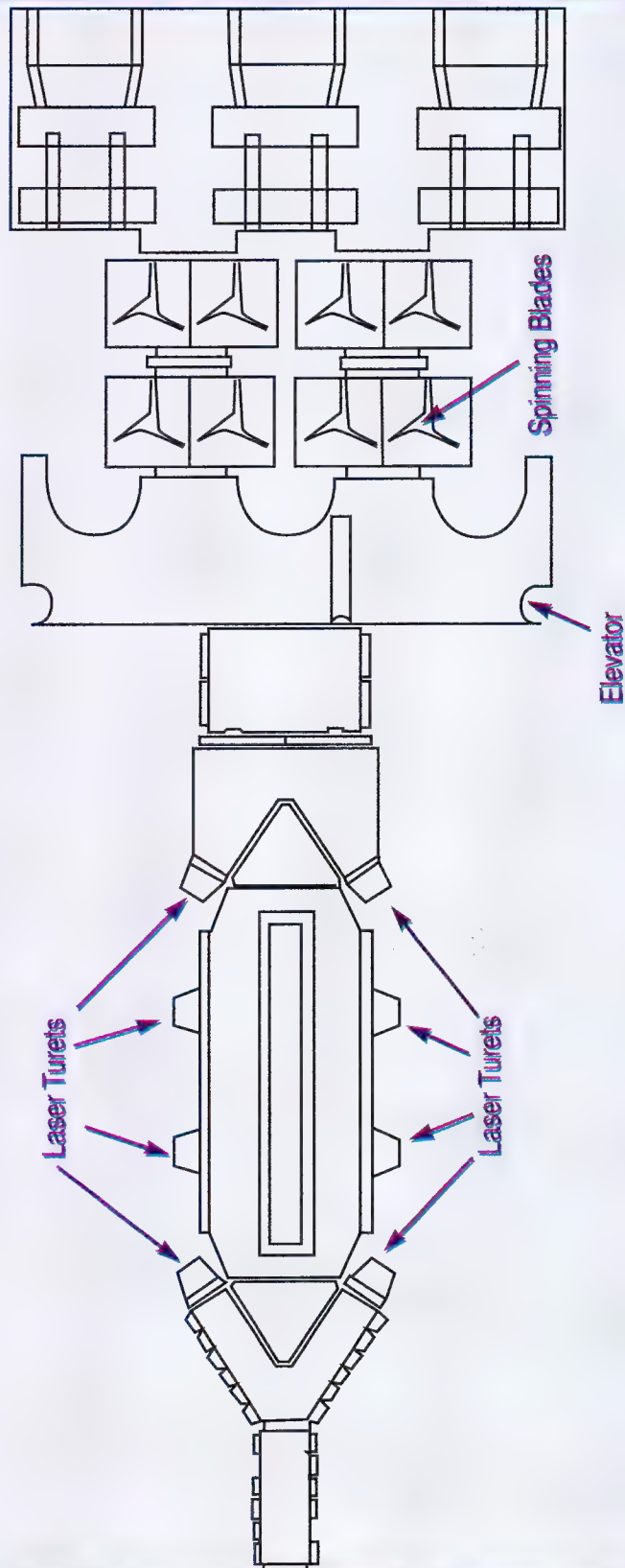




FIG. 7-8. EACH OF THE FOUR PANELS IN THIS ROOM CONCEALS A LASER.

After eliminating those blasted lasers, you must activate two switches to open the door at the end of the room. Throwing one switch opens the door only slightly, letting you crouch down and blast any enemies on the other side.



FIG. 7-9. THIS DOOR OPENS IN TWO STAGES AND ALLOWS YOU TO CROUCH AND TAKE OUT ANY ENEMIES ON THE OTHER SIDE. TALK ABOUT A HOT FOOT.

Get ready for an ambush as you enter this room. There are guns behind you on either side. Once you open the door leading to the next room, make sure the enemies on the other side are dead: The door stays open for only a few seconds and hasty moves eliminate any possibility of retreat.

Ahead you can see the spinning blades of some large machinery. Sadly, there's no way to turn the machinery off, but you can run between the blades if you time things carefully. Don't pause between the two sets of blades or you'll feel like an egg in a blender. A smooth, even pace timed just right will take you through unharmed.

FIG. 7-10. AN EXTRA LIFE LURKS JUST BEHIND THIS ROTATING AREA. IT'S DANGEROUS TO GO FOR, BUT WELL WORTH THE TROUBLE.



Now do it all again. Another set of blades to your right leads back into the first room on the other side of the barrier. From the ramp to the spinning blades you can jump up on the barrier and retrieve the challenge point. Don't fall into the first part of the room or you'll have to pass the rotating blades again.



FIG. 7-11. JUMP AT THIS CHALLENGE POINT FROM THIS POSITION. TAKE CARE NOT TO FALL INTO THE OTHER SIDE OF THE ROOM OR YOU'LL HAVE TO BRAVE THE BLADES AGAIN.

You're on a ledge looking at two turbines. Before you venture onto the rotating turbines, go straight across the ledge to another lift that takes you down to the floor. Take out enemies lurking down here now or they'll shoot you as you make your way over the machinery above.



FIG. 7-12. THESE CIRCULAR ELEVATORS WILL TRANSPORT YOU BETWEEN LEVELS.

Once you get on the rotating surface, you must jump or duck the barriers as you ride around. This is a little tricky at first, but necessary to get to the challenge points successfully and make it out of the room. A challenge point floats at the back of each machine. Make your way to the other ledge to exit the room.

FIG. 7-13. YOU MUST MASTER THE "DUCK-AND-JUMP" TO SUCCESSFULLY NEGOTIATE THESE ROTATING TABLES AND LEAVE THE ROOM.



FIG. 7-14. THERE'S A CHALLENGE POINT ON EACH OF THESE TURBINES. RIDING THE ROTATING TABLES IS THE ONLY WAY TO GET THEM.



The next lift takes you down to two small rooms that lead to more machinery. Turn around and face the way you entered as the lift descends. You'll have company at the other end of the ride.

Plenty of bad guys mill around the machinery, so take care of them first. Then move in and collect power-ups. Find the exit and move through to the elevator (door). It takes you up to a short corridor where sentry droids move back and forth. If you arm your Seekers before ascending the lift you can take these droids out quickly and with minimal hassle.



FIG. 7-15. USE YOUR SEEKERS TO MAKE SHORT WORK OF THESE DROIDS (PUN INTENDED).

Empire Busters

- ☮ Don't panic on the rotating tables. If necessary, stay and do a little extra jump-and-duck to get the hang of it.
- ☮ Use your Seekers to take out any enemies hiding behind obstacles. A Seeker can do in one second what a Blaster can do in four.

Stage Three



Objective

Make it through the level and get the supercomputer.

Get With the Program

Destroy all the cargo containers in this area except for those stacked three high on the main floor. You can easily fashion this set of boxes into a handy-dandy staircase for easy access to the second level.

FIG. 7-16. YOU'LL HAVE SEVERAL DROIDS TO MOP UP IN THE THREE-LEVEL CARGO ROOM.



FIG. 7-17. BLAST THIS ROW OF BOXES INTO A STAIRCASE TO THE SECOND LEVEL. (DON'T DESTROY THEM ALL IN A BLASTER FRENZY.)



Rectangular switches at either end of the room operate the cargo-room doors. The switches next to the door you entered from control the rooms on the right; the opposite switches control the doors on the left.



FIG. 7-18. THESE SWITCHES CONTROL THE AREA'S CARGO ROOM DOORS.

A ramp in the first cargo room on your right leads to the second level. Coordinate the open doors so you can exit this room at the top once you're up there.

Be curious. Explore all the areas you can access. On the third level you find three small rooms packed with enemies and helpful power-ups, along with a challenge point (in the middle room). Another challenge point waits on the left side of the third room on the second level.



Part Two: In Search of Boss Fall



FIG. 7-19. OPEN THE DOORS ON THE THIRD LEVEL AND OPEN A REAL CAN OF WORMS—BUT CHALLENGE POINTS AWAIT YOU.

The exit is all the way up on the third floor. The only way up there is a ramp in the second room (on the second level), on left side of the cargo area. Two cargo containers, past the three small rooms, conceal the exit.

FIG. 7-20. AFTER YOU FOLLOW THIS RAMP DOWN, YOU WILL MOVE TO A LARGE CARGO LIFT THAT LOWERS YOU TO THE LANDING BAY FLOOR. THERE YOU FACE OFF AGAINST THE LOADER DROID.



Shadows of the Empire: Behind the Scenes

Loader Droid

The loader droid moves quickly and is difficult to get behind. Defeat it by backing away while firing full force. Don't let it get too close: Its extendable screw-drill arms have a surprising reach. If it gets too close you could get screwed.

When the loader droid is dead, the door to the supercomputer room opens. Get the challenge point behind it, and then go back up to the control room and deactivate the shield switch under the center observation window.

FIG. 7-21. THE
LOADER DROID
SHOULDN'T CAUSE
YOU TOO MUCH
TROUBLE AS LONG AS
YOU KEEP YOUR
DISTANCE FROM ITS
SCREWY ARMS.



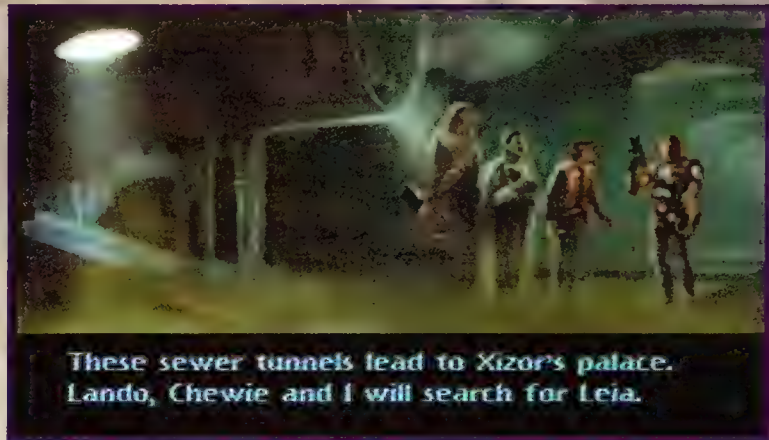
Empire Busters

- ☪ When fighting the loader droid, back away from it and move from corner to corner. This should prevent you from taking any damage while you fight it off.

Part Three
Lair of the
Dark Prince

Sewers of Imperial City

FIG. 8-1. PACK
SOME DEODORANT:
YOU'RE HEADING
FOR THE SEWERS.



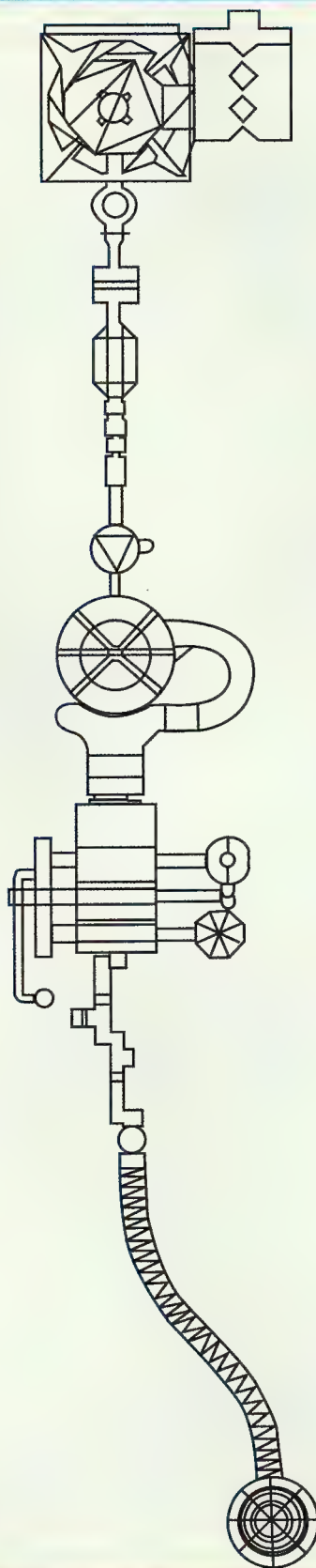
As Luke, Chewie, and Lando work to find Leia, you must search the sewers to find an entrance to Xizor's Palace.

Stage One



Objective

You must walk, swim, fly, and jump through the sewer system to find Xizor's lair.



Wading Into Trouble

You begin in a long, tall, cylindrical room. Follow the winding catwalk to walk down; or fly down using your jet pack. Watch out for flying droids guarding the way.

FIG. 8-2. WALKING DOWN THIS CATWALK AFFORDS YOU SOMEWHAT BETTER PRECISION WHEN AIMING AT ENEMY DROIDS.



FIG. 8-3. USE THE JET PACK TO FLOAT DOWN THROUGH THIS GRATE. A STONE FLOOR AWAITS YOU BELOW.

Jump into the sewer duct and fight your way along the gently curving passage. Not to worry—walking in the sewer water won't harm you (but it might harm your intimate relationship with a significant other).



FIG. 8-4. SEVERAL ENEMY GUARDS STEW IN THIS SEWAGE PIPE. PROCEED WITH CAUTION.

You'll find a room with a trap door at the end of this passage. These doors work automatically and you must descend through them one by one. Be warned: There's a droid in the last room. Once you're all trapdoored out, follow the sewer toward the platforms sticking up above the sludge. Watch for fixed guns in the walls along this part of the sewer.

FIG. 8-5. YOU MUST DESCEND THROUGH THREE ROOMS THAT LOOK JUST LIKE THIS. THE LAST CONTAINS A DROID THAT WILL SHOOT YOU THE MOMENT YOU ARRIVE.



Between the first and second set of rotating blades, look for a wall niche to your left. Armed guards and a challenge point wait for you behind a hidden door.

FIG. 8-6. A LARGE ROTATING DEVICE WILL BLOCK YOUR WAY. TO MOVE BETWEEN AND PAST THEM WITHOUT GETTING HURT, SWITCH TO THE OVERHEAD VIEW.



The corridor opens into a huge room where several sewer ducts converge. At this point it's only fair to warn you of the dianogas lurking in the water. These creatures are fairly easy to kill, but they're hard to see when you're underwater—and they're annoyingly lethal.

Make your way around the room by walking on the ledges. If you fall into the water your jet pack will activate and operate under water, where it doesn't run down. You can't hold your breath indefinitely, though.



FIG. 8-7. YOU CAN MANEUVER UNDERWATER HERE WITH YOUR JET PACK, BUT WATCH OUT FOR DIANOGAS. A CHALLENGE POINT LIES DIRECTLY BENEATH AND TO THE LEFT OF DASH. A PULSE CANNON IS LOCATED UNDER THE MURK ON THE OPPOSITE SIDE OF THE MAIN ROOM.

You'll need a key to open the huge, partly submerged gate at the opposite end of this main room. The only sewer duct you can enter is at eye level to your left as you face away from the gate. Use the jet pack to enter it.



FIG. 8-8. HEAD INTO THE OPEN SEWER PIPE TO THE LEFT

The duct leads to a vertical shaft half-full of water. Prepare to get wet! Two underwater switches open a submerged door revealing a challenge point and a free life. Powerups are located in the niches all up the central column. Exit the shaft near the top and follow along the next duct.



FIG. 8-10. YOU MUST JUMP IN THE WATER TO THROW A COUPLE OF SWITCHES AND PICK UP THE CHALLENGE POINT BELOW

The duct slopes up to a square, vertical shaft. Ledges protrude from the walls of this shaft. Fly to the top to find a square duct leading out in two directions, one slightly higher than the other. Follow the higher one first; it leads to a room with a challenge point, and we like challenge points.

FIG. 8-11. SOME OF THE SEWER DUCTS LEAD TO CHALLENGE POINTS.



The other square duct takes you to another vertical shaft; fixed guns here make descending dangerous. However, a challenge point floats at the end of a short duct at the bottom of this shaft, so it's worth the risk. Fly back to the top of the shaft to continue your mission.



FIG. 8-12. THESE TWO GUARDS WILL PUMP YOU FULL OF LASER IN FIVE SECONDS FLAT, SO BE ON YOUR TOES WHEN YOU THRUST UP TO THEIR POSITION.

Cross through a short, square duct and descend yet another square, vertical shaft to reach a sewer duct leading away from the bottom of the shaft. During your descent, look for two wall alcoves containing powerups. Follow the duct to a large room where you'll find the key to the large sewer gate. As you backtrack into the duct, a grate opens to let you directly into the main sewer room.



FIG. 8-13 Well, what do you know? One of the gratings conveniently opens up for you—now that you have the key.

Open the big sewer gate and enter the deep pool of sewer water beyond. A challenge point lies underwater in the left branch of the lake. A long submerged passage leads away from the right branch. Make sure you replenish your air supply before going through this passage.

FIG. 8-14. There's no time to waste when you're negotiating this underwater pipe. If you run out of air before you reach the end, you're Dianoga food.



The passage exits into a huge sewage stir tank. Don't get caught under the stir arm; instead, surface and move quickly to the outside ledge of the room.

Chapter Eight: The Sewers of the Imperial City

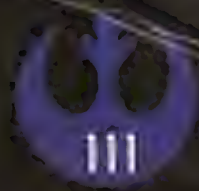


FIG. 8-15.
A CHALLENGE POINT
HOVERS ON THE
OTHER SIDE OF THE
CENTER STIR ARM.



Hop into the short duct that leads out of the stir tank room. A challenge point and Disruptor ammo lie below the surface of the water in a notch in the central column. Use your jet pack to activate the two switches lying just above the water. They open a small room where you'll find a Shield Deactivator. Powerups are again located in the niches all up the central column.



FIG. 8-16 BE SURE
TO TAKE A QUICK DIP
AND PICK UP THIS
UNDERWATER
CHALLENGE POINT
AND THE
DISRUPTOR.

Higher up the column a duct leads out of the vertical shaft. A spinning cylinder rotates inside the duct. A window in the cylinder allows you to shoot a switch that opens a door at the end so you can continue. The window also allows a fixed gun to shoot you. Blast the gun first.



FIG. 8-17. WAIT UNTIL THE HOLE FALLS OVER THE RIGHT SPOT IN THIS ROTATING ROOM TO SHOOT THE SWITCH THAT OPENS THE DOOR.

Energy shields block the next room you enter. Turn them off with the Shield Deactivator and progress. Watch for fixed guns: They tend to jump out at you when you least expect it.

FIG. 8-18. BE CAREFUL OF LASERS MOUNTED IN THE SIDES OF THIS SECTION. THEY STING. YOU'LL ALSO NEED TO BE READY FOR THE GUARDS THAT OPEN FIRE WHEN YOU DEACTIVATE THE LAST SHIELD.



The shields series opens into a large room. It has three exits—one V-shaped corridor at ground level, one that leads up at an angle above the first, and one that leads straight up from the ceiling. Take the one in the ceiling first. Up here you find a switch that activates a rotating piece of machinery. Drop back into the big room and fly to the angled middle duct to find the switch that activates the second rotating machine. You're all set.

FIG. 8-19 FIRE A DISRUPTOR INTO THE UPPER CHAMBER TO TAKE CARE OF THE PAIR OF GUARDS WHO'D OTHERWISE DO SOME DAMAGE TO YOU.



When you've turned on both machines, walk through the V-shaped passage at ground level. Take care dodging the machine's blades: Your timing must be very precise. Help yourself out by switching to the overhead view. If you move when the blade is directly in front of you, you should make it through.

Open the door at the end of this passage to find a circular hallway. A notch inside and around the right side of the circle hides a challenge point. Use the jet pack to reach it.

Glant Dianoga

Open the last door and walk into the lair of the glant dianoga. The room floods and tentacles attack you. The tentacles are pseudo-bosses, serving only to drain your precious ammunition. Ignore them and find the glant dianoga's eye to kill it.





FIG. 8-20. TRY TO HIT THE GIANT DIANOGA'S EYE RIGHT IN THE CENTRAL, "MAIN" TENTACLE. OTHERWISE, YOU'RE JUST WASTING AMMUNITION.

FIG. 8-21. YOU'LL HAVE TO DESCEND DEEP BELOW THE TENTACLE HEADS TO FIND AND SHOOT THE EYE OF THE GIANT DIANOGA.



When the creature is dead, the room drains and an opening appears in the center of the ceiling. Fly up and walk through the large door to end the section; then pat yourself on the back.

Empire Busters

- ☪ When battling a dianoga, remember that you can surface into the thin region of air at the top of the room when your air supply runs low. Doing this reduces your visibility somewhat (because you've surfaced).
- ☪ Don't let the whirlpool current drag you down into the giant dianoga's mouth at the bottom of the room.
- ☪ When swimming underwater, keep an eye on your oxygen level. You don't want to get trapped where you can't surface for a breath of, well, "fresh" air.



Xizor's Palace

Scenario

You've penetrated Xizor's Palace. Now you must place explosives on the service panels to the space elevator connecting the palace to Skyhook station.

Stage One



Objective

Find your way through the palace to the three power couplings on the Skyhook connecting column. Place charges and get out again. On your way out you face the gladiator droid.

Sweep the Palace

You begin in a large open chamber. Inverted-pyramid ceiling supports serve to partition the room. As you walk through this great hall, you'll face four or five guards. You can dispose of them all quickly if you're on your toes. A set of steps runs up and to the left. Follow them to a circular door.

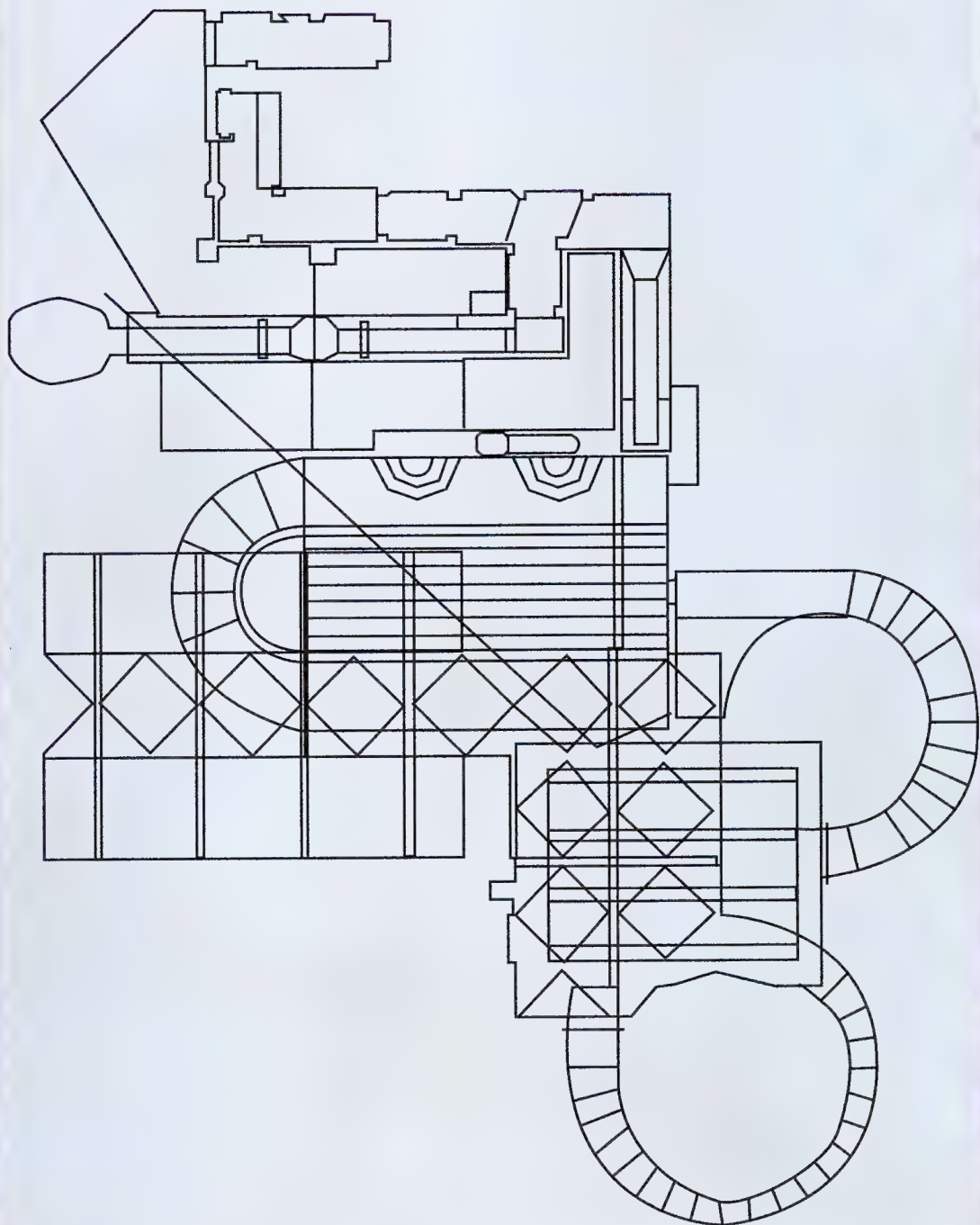
FIG. 9-1. THIS DOOR
OPENS AUTOMATICALLY AS
YOU APPROACH, BUT DON'T
JUMP INTO THE ROOM
TOO QUICKLY. IT'S
HEAVILY DEFENDED.



Part Three: Lair of the Dark Prince

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Shadows of the Empire: Game Secrets



This is a rectangular room with a second level around the perimeter. Two fixed guns are mounted on either side of the exit to your right and probe droids patrol the second level, so explore cautiously. Pick up all the weapons and powerups you can carry: You'll need them all.

A switch across the room on one of the second-level balcony pillars opens the exit. This part can be a little tricky: After activating this switch, you usually have just enough time to jet down and run to the door before it closes. Unfortunately, if you hesitate at all you'll miss the door and must line up to try again.

FIG. 9-2. THIS SWITCH ACTIVATES A SECRET DOOR TO A CHALLENGE POINT DIRECTLY BEHIND YOU. YOU'LL HAVE TO HIT THE SWITCH AND RUN LIKE THE WIND TO MAKE IT BEFORE THE DOOR ON THE FAR WALL CLOSES.



Follow the next set of stairs to another door. Inside the large vaulted room beyond, a crowd of assassins and probe droids are very eager to make your acquaintance. A wall gun is mounted to the right of the entrance, and the door through which you enter closes after a few seconds: Don't move into the room until you've killed everything you can see from the doorway. There are quite a few enemies in this room, so proceed cautiously.

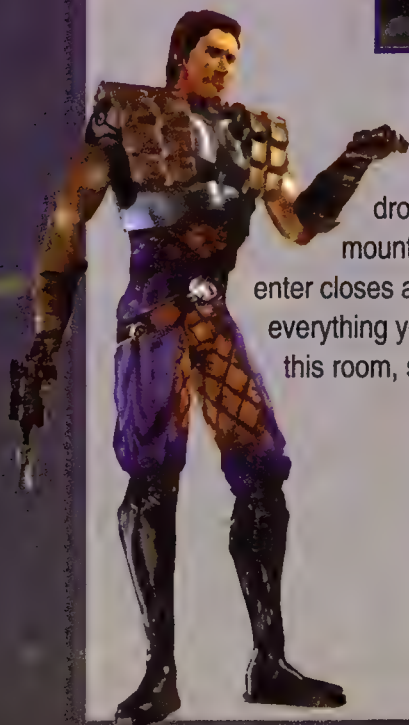
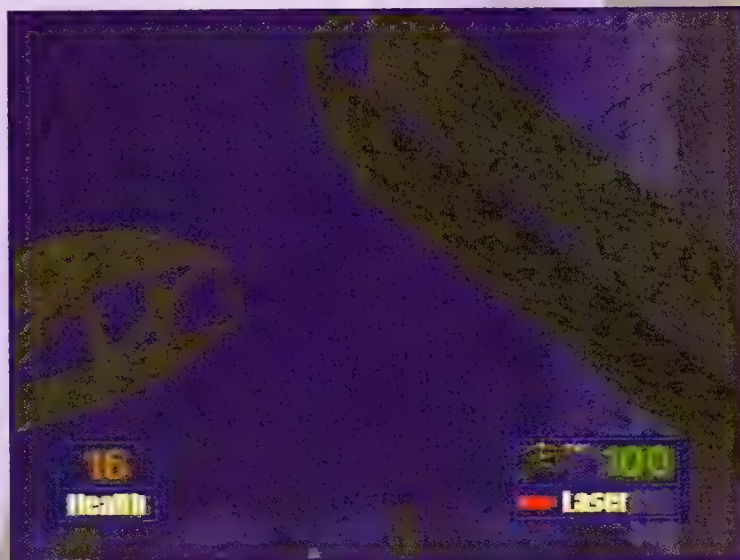




FIG. 9-3. AFTER MANAGING TO MAKE IT TO THE DOOR BEFORE IT CLOSES, YOU'LL HAVE THIS TO LOOK FORWARD TO, AMONG OTHER THINGS.

After you finish that room off, ride the elevator up and get ready to empty your blaster: A red guard waits for you. Kill him and activate the elevator switch with your jet pack turned on. Once the elevator stops, hit the switch again. This will send the elevator farther down the shaft revealing a secret room which contains a challenge point, a powerup, and a free life.

FIG. 9-4. YOU MIGHT WANT TO LEAN OUT THE WINDOW AND HAVE A LOOK AS THE DRAWBRIDGE DESCENDS.



At the top of the elevator, hang a right and follow this large hallway around to the left. Along the way you'll face several opponents. At the end, a sharp left turn leads down a smaller hall. A switch in the tiny room at the end activates the drawbridge spanning the next room. Go ahead and flick it.

Cross the bridge, turn left, and shoot for wall guns and guards. A short hall branches to the left. For now you need only kill the guard standing by the door (that you can't open yet). Follow the hallway to the end and turn right to find a lift. Ride it up and proceed carefully around the corner to the left; then activate the switch and move to a window to watch the next drawbridge lower.

Now descend to the lower level and backtrack to the small hallway you passed earlier (the one with the single guard). This hallway now leads onto the drawbridge. As you cross the bridge turn to the side and step between the girders to drop to the floor. Move toward the other end of the bridge and follow the room to the right, away from the bridge area. You can see the windows of the drawbridge control room on the wall above you. Beyond those windows to the left is the entrance to a small room containing some powerups and a challenge point. Use the jet pack to get into the room, then fly back to the bridge.

FIG. 9-5. JUMP OFF THE SECOND BRIDGE AND HAVE A LOOK AROUND. YOU'LL NOTICE A SPECIAL ROOM WITH LOTS OF GOODIES AND A CHALLENGE POINT, BUT YOU'LL HAVE TO USE YOUR JET PACK TO GET UP THERE.



Empire Busters

- ☪ At this stage of the game it pays off to explore anywhere you can. That includes jumping off bridges and having a look around. At the very least you'll pick up some more health, and maybe you'll even get to kill something.
- ☪ In these higher levels, tougher, more aggressive guards and droids fill all the rooms, so stay frosty or it'll be "Game Over," man.
- ☪ When moving around hallways near the bridges, use the pillars as cover as you slowly move forward.



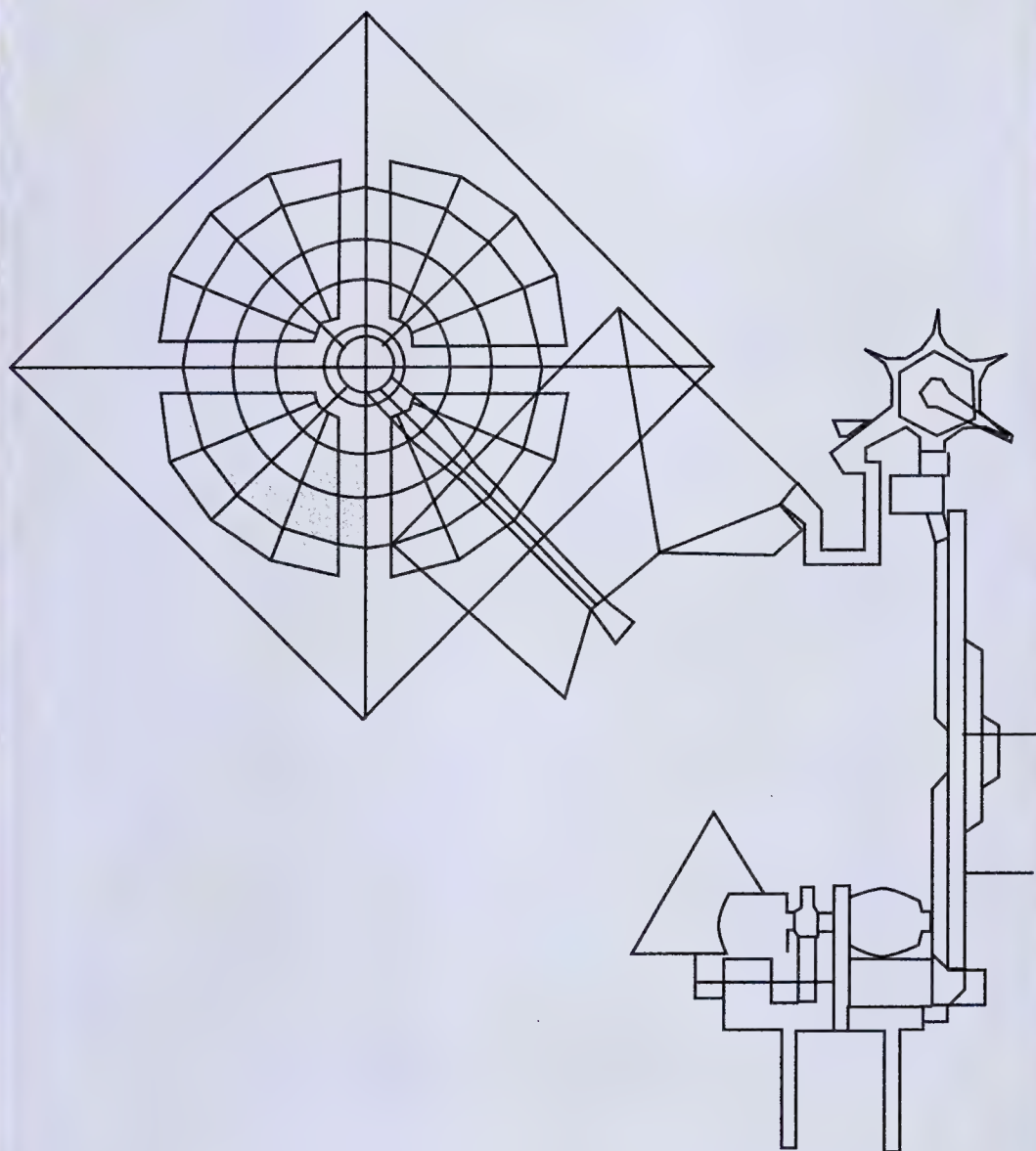
FIG. 9-6. THESE PROTRUDING PILLARS ON THE SIDES OF THE HALLWAYS MAKE EXCELLENT COVER IN A TIGHT SITUATION.

Stage Two



Objective

Continue finding your way through the palace to the three power couplings on the Skyhook connecting column. Place charges and get out again. On your way out you'll face the gladiator droid.



Light 'Em Up

Go through the door ahead and step onto the lift. Be warned: An assassin and a probe droid guard the small room you're approaching. After you dispatch the enemies, hit the switch inside to open a small door in the lift shaft to the right; from there you'll find a room near the top of the lift shaft that holds a challenge point. Retrieve the challenge point and follow the first shaft around its bends—watch for wall guns along the way (there are a couple).

The duct drops you into a tall, narrow passage. Three huge gear wheels turn slowly, blocking your way at regular intervals and generally ruining your day.



FIG. 9-7. FIRE YOUR LASER INTO THESE WHEELS. A DROID AND A WALL-MOUNTED LASER WAIT TO FIRE BACK AT YOU.

Drop into the opening of the second wheel to retrieve a challenge point from an alcove in its housing. Open the hidden door in the alcove, travel through the tunnel to the chamber, and jet pack up to another challenge point. Move carefully: You can't touch any part of the gear wheel without getting hurt. Use the jet pack to return the way you came. Time your flight carefully to avoid the gear wheel's teeth.

FIG. 9-8. THIS IS WHAT YOU'LL SEE IF YOU DROP DOWN INTO THE OPENING AT THE SECOND WHEEL. IT CAN BE TOUGH TO GET OUT WITH THE GEARS TURNING ABOVE YOU.



Continue past the three giant gear wheels and along the next air duct until you reach a large, narrow room with more gear wheels lined up single file. Watch for the wall gun below you as you jet down to the narrow ledge. You can shoot it from the air duct if you get close enough to the edge.

FIG. 9-9. SHOOT OUT THIS WALL GUN FROM ABOVE. OTHERWISE, IT'LL POUND YOU IN THE BACK FROM THE MOMENT YOU DROP DOWN.



Move along the ledge past the first gear wheel. Jump across to the ledge on the other side when you're between the first two wheels, then jump back between the second and third wheels. You must jet up to the air duct opening above you at the end of that ledge.



FIG. 9-10. DROP DOWN INTO THIS SPACE TO GET THE CHALLENGE POINT HIDDEN BELOW.



FIG. 9-11. THIS IS WHAT YOU'LL GET—IF YOU'RE WILLING TO DROP DOWN BETWEEN THE GEARS.

A door blocks the exit duct. Open it and follow the duct around several corners until you see the Skyhook shaft. You'll see the first power coupling in front of you; the other two are above and below it, out of your line of sight.

FIG. 9-12. THE GREEN CROSS IS ONE OF THREE POWER COUPLINGS WHERE YOU MUST SET YOUR CHARGES.



Jet down to the catwalk below the duct opening. Walk entirely around this catwalk once and note the gray panel blocking the shaft exit. This opens when you've set all three charges. The central column hides a challenge point.

Use the jet pack to get close enough to the power couplings to set the charges. Fly in front of them and press the "R" button (like activating a switch) to set a charge.

FIG. 9-13.
ON THE SECOND
PLATFORM YOU'LL FIND
AN ALCOVE WITH A
SECRET DOOR HIDING A
CHALLENGE POINT.



FIG. 9-14 THESE
GUARDS CAN ALSO
SURVIVE FALLS, SO
DON'T TAKE THEIR
DEATHS FOR GRANTED.

After you set the three charges and read the message from Leebo, fly to the exit you spotted earlier near the middle power coupling and follow the duct.

This duct leads to a huge open room. A narrow bridge spans it in the distance. You can usually get a clear shot at the enemies on the bridge from your ledge. After they're dead, simply jet over. Be sure to go the left side of the bridge and get the goodies. Cross the bridge to an elevator that takes you to the gladiator droid. This guy is a major pain in the butt.



FIG. 9-15. BE SURE TO LOOK LEFT WHEN YOU HIT THE LAST BRIDGE: YOU CAN GET A DISRUPTOR, FULL HEALTH, AND A CHALLENGE POINT.

Gladiator Droid

FIG. 9-16. THIS GUY IS PURE EVIL.



The gladiator droid is your fiercest opponent yet. As the gladiator walks toward you, press the controls to strafe sideways. This way you'll move immediately as you get control of Dash.

If you stay behind the gladiator he can't harm you. Treat him much like an AT-ST. Use your laser to slowly chip him down. Don't waste any of your more powerful ammo on him. Too bad this is the easy part.

FIG. 9-17. DON'T LET THIS HAPPEN TO YOU. STAY BEHIND HIM AT THIS STAGE OF THE GAME.



When the gladiator droid finally succumbs to your Laser Blaster, his upper torso will come back to life and chase you! This would be a good time to consider using a few of the Disruptors you've been saving.

Adding insult to injury, the huge arena floor opens below you revealing a labyrinth of walls. This makes it very difficult to run behind a gladiator's torso. Move through the maze, collecting powerups and killing droids, until you reach a spot with a long field of view ahead and a corner to duck around. Wait for the gladiator and open up on him with Seekers, if you have them, or your Laser Blaster. Reserve your last few Disruptors.



FIG. 9-18. THIS IS WHERE THINGS START TO GET INTERESTING. IT'S ALMOST IMPOSSIBLE TO STAY BEHIND THE TORSO.

If (and when) you die, you reappear on the platform in the center of the room. This gives you a clear field of view to hit the gladiator, but it also gives him a good chance to burn you down. Take a few shots, then drop into the maze.

If you can get below or behind the gladiator you'll have a chance to get in a few unanswered shots.

When you kill the torso then the head comes back to life! Use your remaining Disruptors. Hitting the gladiator directly does the most damage. Hitting a nearby wall also does damage: The expanding blast hits him. If you shoot past the gladiator and hit a far wall the blast will be too far away to do much harm.



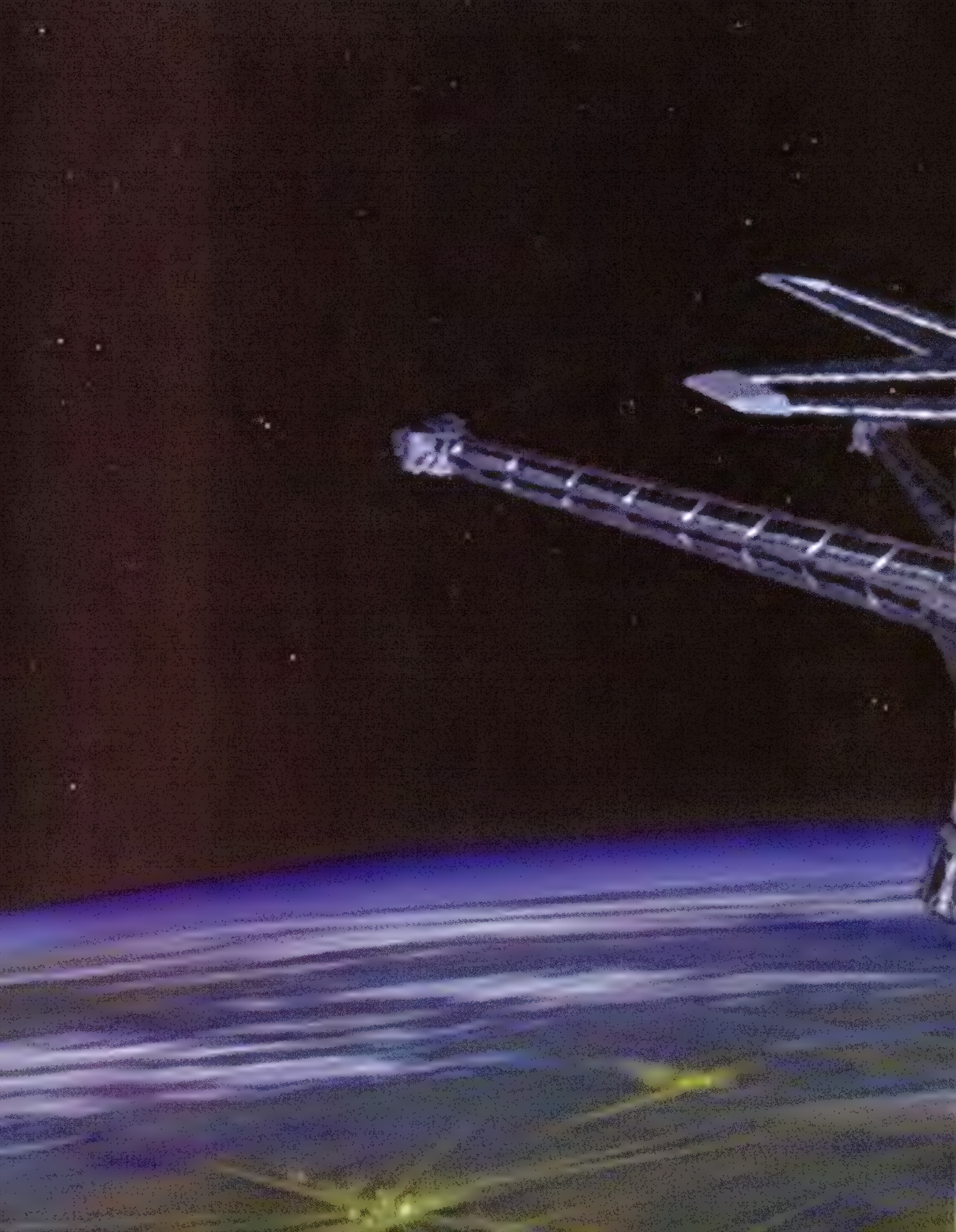
FIG. 9-19. THIS GUY JUST WILL NOT DIE. THE HEAD IS THE MOST DIFFICULT PART OF THE GLADIATOR TO DESTROY. IT TENDS TO JUST PEEK AROUND CORNERS LIKE THIS.

Empire Busters

- ☪ Whenever you're unsure of a jump or are afraid of falling, use your jet pack. If you fall, just turn on the pack to stabilize.
- ☪ A notch in the Skyhook shaft below the lowest power coupling holds a challenge point.
- ☪ Hit the gladiator dead-on with Disruptors. These are your most powerful weapons, and can save your life when you battle this foe.

FIG. 9-20. AS EERIE AS THIS LOOKS, HITTING THE GLADIATOR WITH A DIRECT DISRUPTOR HIT IS SOMETIMES THE BEST THING YOU CAN DO, ESPECIALLY WHEN HE'S JUST A HEAD.





Skyhook Battle

Luke's *X-wing*, the *Millennium Falcon*, and the *Outrider* are on their way to join an attack on the Skyhook space station.

Stage One

Objective

Your first task is to use the *Outrider's* Blaster Turrets to clear away as many of Xizor's fighters as you can. Second, you must destroy four Laser Turrets on the arms of the Skyhook station. Third, you must fly into the Skyhook and destroy all four sides of the power reactor within.



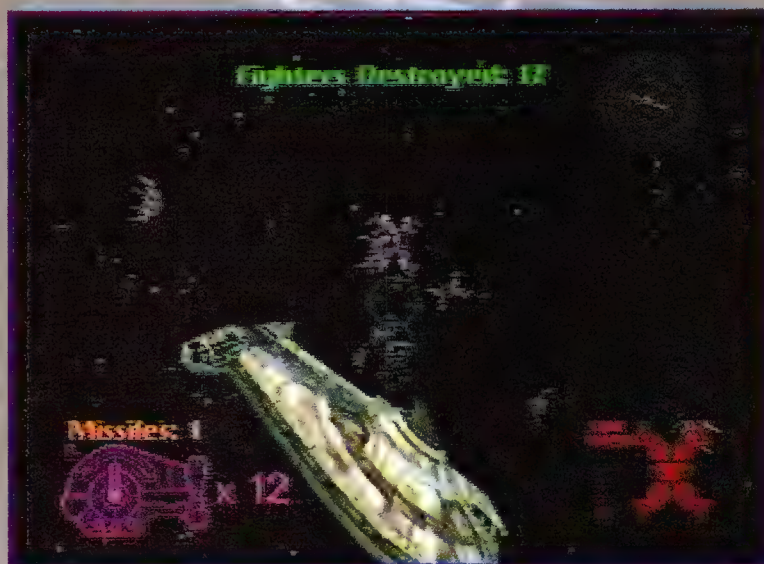
Hard Core Run

Shooting Xizor's fighters is a matter of coordination and timing, but you can improve your odds by attacking the fighters closer to you first. Also, go after the fighters that line up behind you and launch bombs. Don't let the bombs get too close! This level is much like the "Asteroids" level, and you can defeat it in much the same way, although the enemy is measurably tougher.



FIG. 10-1. THIS PORTION OF THE GAME IS THE SAME AS THE ASTEROID FIELD, BUT WITH MORE ENEMIES.

FIG. 10-2. FOR EVERY 20 ENEMY SHIPS YOU DESTROY, YOU GET A BONUS LIFE. NOT A BAD DEAL AS LONG AS YOU DON'T DIE FASTER THAN YOU CAN EARN LIVES.



When you get to the Skyhook station, Leebo turns the ship's controls over to you. Fly at the tip of each arm of the station and target the turret on top.

FIG. 10-3. WHEN FLYING AT THE TURRETS, DON'T BE AFRAID TO USE MISSILES. FIRE A STEADY STREAM OF BLASTERS AND MISSILES AND THE TURRETS WILL FALL.



When you've destroyed all the turrets, Leebo tells you to fly into the station and destroy the reactor. You can enter the Skyhook at the end of any arm. Watch out for the caging protecting each entrance.



FIG. 10-4. AS YOU FLY DOWN THE ARMS OF THE SKYHOOK STATION, YOU'LL SEE A GREEN-BLUE GLOW. THAT'S THE CORE. HIT IT FROM ALL FOUR SIDES AND WIN THE GAME!

Fly down the arm of the station to find the reactor. The arms are partially blocked by walls that cover half the passage. Avoid these obstacles.

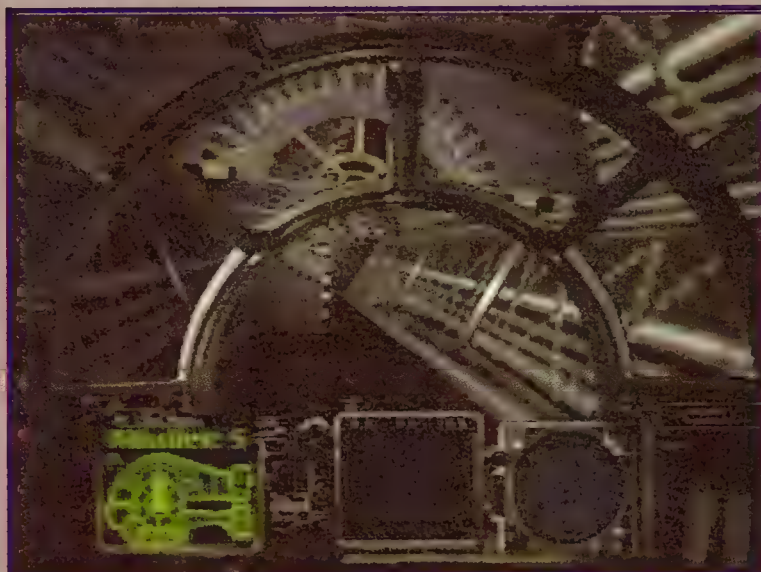


FIG. 10-5. HIT THE BRAKES WHEN FLYING INSIDE THE STATION. OTHERWISE, YOUR SPEED INCREASES YOUR CHANCE OF BECOMING ONE WITH THE STATION IN A VERY REAL SENSE.

Target the reactor with your missiles: This is the last battle, so it's no time to hold back. You must hit it on each side, so you'll need to make more than one pass. If you're careful you can turn around in the arm of the Skyhook. Fly near the floor and pull up for a half-loop. Keep the brakes on the whole time. This maneuver saves you the trouble of exiting and reentering the station, but it's pretty darned dangerous if you're a novice.

FIG. 10-6. WHEN YOU DESTROY ONE QUADRANT OF THE CORE, THE CORRESPONDING ARM FLAMES OUT, REVEALING WHICH ARMS REMAIN TO BE ASSAULTED.



FIG. 10-7. YOU'LL KNOW WHEN YOU'VE BREACHED THE CORE BECAUSE EVERYTHING FLASHES A VERY CONFUSING RED. HOPE YOU'RE NOT COLOR BLIND.

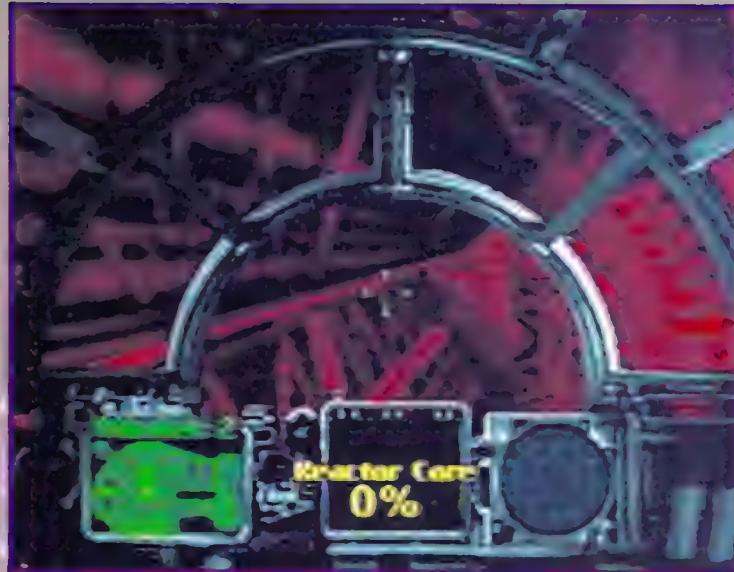


FIG. 10-8.
KABLOOIEE!

Empire Busters

- ☰ As you approach Skyhook, you can gain extra lives by destroying enemy spacecraft: For every 20 ships you destroy, you get a free life, so at the very least you should break even in the first space battle.
- ☰ Don't be afraid to use your missiles. They're renewable and can take out a couple of enemy ships at a time. When it comes to the final assault on the core, missiles are downright essential.

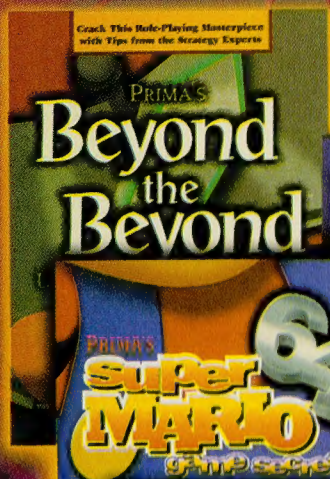
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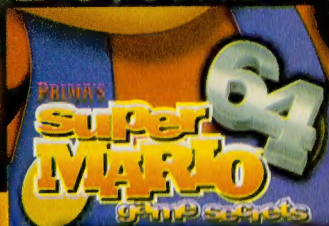
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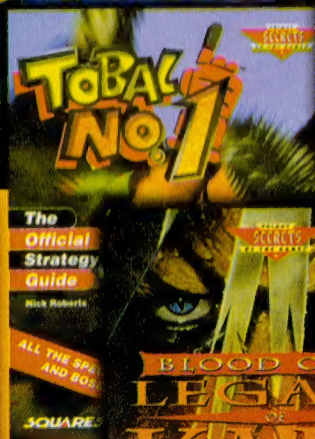
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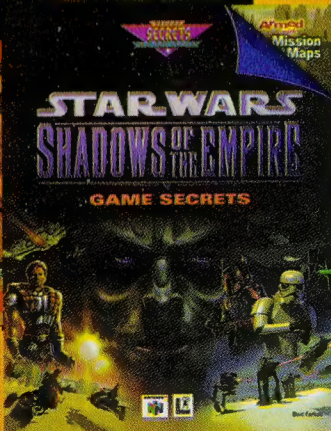


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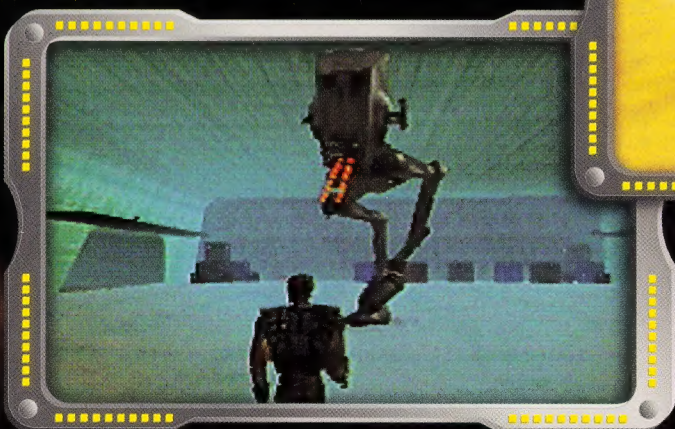


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